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BRIGHT IDEAS
for
ENTERTAINING

BRIGHT IDEAS FOR ENTERTAINING

by

Mrs. Herbert B. Linscott

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AND

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1935

MACRAE · SMITH · COMPANY
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BRIGHT IDEAS

for

ENTERTAINING

BRIGHT IDEAS FOR ENTERTAINING

ACTING PROVERBS

IN this game the company may be divided into actors and spectators. The actors are each given a proverb, which they are to act alone in pantomime.

The first player may come into the room where the spectators are waiting, with a sprinkler in one hand and a cup in the other. He begins sprinkling the flowers, then he pours water over them, acting the proverb, "It never rains but it pours."

The second actor also brings a cup of water. He repeatedly attempts to drink from the cup, which keeps slipping from his fingers as he brings it near his mouth. "There's many a slip between the cup and the lip."

The third brings in a purse containing brass buttons, which he takes out and counts over deliberately. Then he looks at them closely, and with seeming distrust, finally flinging them from him in a rage. "All is not gold that glitters."

The fourth actor appears with a stone, which he rolls all about the room. Then he examines it critically and shakes his head dubiously. "A rolling stone gathers no moss."

The next actor brings in a bundle of hay and tosses it about with his fork, which he carries for the purpose,

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looking up frequently at an imaginary sky. "Make hay while the sun shines."

This game is more interesting if spectators are furnished with slips of paper and pencils, that they may write down their guessing of each proverb when the actor passes from the room, to be followed by another.

ALPHABETICAL PARTY

Alphabetical Invitations

Here is quite the newest yet—Mr. and Mrs. Alphabet Will entertain on _____ eve. It will be fun, you may believe,

All will be welcome. Leave trouble behind.
Pray do not be tardy, but hasten to find
A welcome that's waiting, both friendly and hearty,
Every one who will come to the Alphabet Party.

Alphabet Partners

After the guests have all arrived and mingled with the crowd, pass two of each letter of the alphabet, or four of each, if a large crowd, giving each girl and boy one alike, and then match partners for the Alphabet Contest which follows. In hunting for the partners, each girl and boy present have to speak to every one in the room, until they find their partner, when they are given copies of the contest without the answers.

Alphabet Contest

The questions are to be answered by letters of the Alphabet.

Name of a beverage, T (tea).

Name of a bird, J (jay).
Name of jealousy, N-V (envy).
Name of a human organ, I (eye).
Name of winter pavement, I-C (icy).
Name of a place in England, S-X (Essex).
Name of too much of something, X-S (excess).
Name of a creeping plant, I-V (ivy).
Name of a composition, S-A (essay).
Name of a mournful poem, L-E-G (elegy).
Name of tent, T-P (teepee).
Name of a number, A-T (eighty).
Name of a quantity, N-E (any).
Name of an image, F-E-G (effigy).
Name of a poorly dressed person, C-D (seedy).
Name of two of a kind, W-U (double u).
Name of a slang expression, O-G (oh gee).
Name of an army man, M-P (military police).
Name of something void, M-T (empty).
Name of a hot pepper, K-N (cayenne).
Name of a part of house, L (ell).
Name of an insect, B (bee).
Name of indebtedness, I-O-U (I owe you).
Name of a vegetable, P (pea).
Name of a foe, N-M-E (enemy).

Alphabet Spelling Match

An Alphabet Party would not be complete, of course, without a spelling match, but there is a way to vary the old-fashioned game. Give each player a large piece of cardboard bearing a letter of the alphabet upon it. The company then is divided into two, with a leader for each side.

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Each leader in turn announces a word and the players holding the letters of which it is composed step forward and stand so as to form it. The side forming the word first may draw a player from the opposite side, and the match will continue until one side succeeds in drawing all the players. It requires a good-sized company to play this game, unless you choose very short words, and judgment will be needed on the part of the leaders.

Fines may be imposed for mistakes, or if you have so many players you can afford to do it, let any one who contributes a wrong letter to a word lose his part in the game.

Alphabet Quiz

Have Angleworms attractive homes? Do Bumble-bees have brains?

Do Caterpillars carry combs? Do Dodos dote on drains?

Can Eels elude elastic carls? Do Flattfish fish for flats?

Are Grigs agreeable to girls? Do Hares have hunting hats?

Do Ices make an Ibex ill? Do Jackdaws jug their jams?

Do Kites kiss all the kids they kill? Do Llamas live on lambs?

Will Moles molest a mounted mink? Do Newts deny the news?

Are Oysters boisterous when they drink? Do Parrots crowl in pews?

Do Quakers get their quills from quails? Do Rabbits rob on roads?

Are Snakes supposed to sneer at snails? Do Tortoises tease toads?

Can Unicorns perform on horns? Do Vipers value veal?

Do Weasels weep when fast asleep? Can Xyliphagans squeal?

Do Yaks in packs invite attacks? Are Zebras full of zeal?

(Above to be read aloud.)

Alphabet Shopping

The leader says: "I went shopping this morning, and everything I bought began with C" (or any letter desired). "From the druggist I bought—" (points to some person, who must immediately respond with some article bought from a druggist, beginning with C, as cologne;) "from the baker I bought—" ("cookies" or "cakes" may be the answer). And so the list continues until some one fails to answer while ten is being counted, when he must take the place of the leader and continue the game.

Walking Alphabet

(To be read by a good reader.)

The morning after "Cal" Coolidge was elected President of the United States, the papers announced that he walked quietly down the street.

Every one who read the Associated Press news, wondered how else he could move—run—trot—or what? Perhaps he came in the Alphabet—Cal—way.

"Cal" came Ambling, Boldly, Cheerfully, Dallying, Easily, Fearlessly, Good-naturedly, Haltingly, Inquir-

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ingly, Jauntily, Keenly, Laughingly, Merrily, Nodding, Openly, Pleasantly, Questioningly, Rambling, Stumbling, Triumphant, Understandingly, Vanishing, Walking, 'Xercising, Yelling and Zealously.

We didn't think our quiet "Cal" could do all that, but we would do the same, if we were elected President without any electioneering.

All right, "Cal" we are for *youse*, go on.

Alphabetical Menu Game

The players are seated in a circle, and the first player says—"I had *Apples* for dinner to-day." The second says, "I had *Apples* and *Bread*." Third one says, "I had *Apples, Bread* and *Chicken*." Fourth says, "I had *Apples, Bread, Chicken* and *Doughnuts*." Fifth one says, "I had *Apples, Bread, Chicken, Doughnuts* and *Eggs*." The next adds Fish; the next Gooseberries; Huckleberries; Indian Bread, Juniperberries; and down the whole line of the alphabet.

Each repeats what the preceding one says and adds one article of food whose initial is the next letter of the alphabet. It might be well to divide up in three groups and let the second group start where the first one leaves off, and the third where the second leaves off.

The Soldier Boy's Alphabetical Lament

(To be read aloud by a good reader.)

I've courted many winsome girls, at home and over
C C (seas).

In fact I've made Dan Cupid's shafts as busy as the
B B (bees).

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I lost my heart to L N (Ellen) with captivating I I (eyes).

Until one day I met L C (Elsie) whose ways were worldly Y Y (wise).

I was sincere with dear L C (Elsie) but oh, she proved a T T (tease).

Until at last she threw me O R (o'er) with rather shocking E E (ease).

So I hurried back to fair L N (Ellen) and murmured faint X Q Q (excuse).

But hope was shattered when she L I D (lied) "For soldier boys I've no U U (use)."

Alphabetical Matching Partners

Each person draws a letter of the alphabet out of a box previously arranged. The lady finding the letter A, finds the one who draws the same letter and they are partners for lunch.

Alphabetical Refreshments

A table in one corner of the room surrounded by branches of trees and flowers can hold a punch bowl of lemonade. If a punch bowl cannot be secured, a large clean dish pan can be utilized by surrounding it with branches and leaves.

The effect is very pretty. When the time arrives for refreshments, have plates of A—Apples, B—Bananas, D—Doughnuts, and a glass on each plate, and have the guests pass in line to the punch bowl to have their glasses filled with L—Lemonade.

AN EVENING WITH APPLES

Invitations

The invitations to this party should be written or typed on paper cut in the shape of an apple, and read as follows:

"Come and spend an evening among the apples
and see who gets the

B—A—P

L—A—P

N—A—P

Time

Place

Date

(Of course the hostess or chairman keeps the secret what the letters in the invitations mean, and the joke comes out later in the evening.)

Table Decorations

The table should have a paper lunch cloth on, the design being apple blossoms, with doilies also, and in the middle of the table have a round mirror, if possible with a bouquet of paper apple blossoms, if the real ones cannot be had.

Refreshments

Refreshments should consist of apple pie and fruit punch, and a variety of apples, stacked in large dishes on the four corners of the table, which helps out with decorations. Use paper napkins with apple blossom design.

Apple Game

Select different shades of cardboard or paper, and print a letter on each one to form the name of an apple. For instance, the letters G-R-E-E-N-I-N-G. Have as many letters of one color made as there are letters in the name of the apple, and have each group of letters a separate color. These are passed to the guests, after which each one proceeds to find the rest of the letters colored like the one he or she holds, and when the group is completed, the holders of the letters proceed to spell out the name of their apple. Each group then composes an original poem on their apple. The group then present their poems to the hostess or chairman, and the prize of the B-A-P (Big Apple Pie), is given to the group for the best poem, the L-A-P (Little Apple Pie), is given to the group who had the next best poem, and the N-A-P (No Apple Pie) to the group who composes the poorest or no poem at all.

Apple Guessing Contest

As the guests arrive, pin on them the answers to the contest, and in that way they will become more familiar with the answers. Make two of each one, and pin one on the boy and one on the girl, and they will then match partners for the contest. After partners are matched give each couple a pencil and paper to write their answers on.

1. What apple is found in the seas? Crab.
2. What apple is prickly? Thorn.
3. What apple makes a warm coat? Astrachan.

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4. What apple appears in the calendar? May.
5. What apple does the farmer want large? Harvest.
6. What apple appears in the winter? Snow.
7. What apple was the chum of David, the shepherd King? Jonathan.
8. What apple is a favorite for summer shoes? Russet.
9. What apple do women like their husbands to be? Wealthy.
10. What apple is much used by widows? Pine.
11. What apple lost its life in the Civil War? Northern Spy.
12. What apple is a sweet potato? Jersey Sweet.
13. What apple is often seen in a young girl's cheek? Maiden's Blush.
14. What apple is liked by Marion Crawford, the novelist? Roman Beauty.
15. What apple is liked by profane men? Swear.
16. What apple has painted a state a brilliant color? Oregon Red.
17. What apple proclaims a state to be foolish? Rhode Island Greening.
18. What apple is either a receptacle or is very charming? Pippin.
19. What apple did Eve offer her husband? Adam's apple.
20. What apple is a favorite of lovers? Love apple (tomato).

Apples of Discord

Hang an apple by a string in a doorway, and with hands tied behind the back, try to get a bite from it.

It is so difficult that it is well to offer a prize to the guest who succeeds.

Fortunes in Apples

Hide a ring, a thimble, and a penny in an apple when serving refreshments. The one who finds the ring will be married first (or if married, will be married again), the thimble denotes a life of single blessedness; the penny promises wealth. These can be inserted in the bottom of the apples and stacked with the rest on the refreshment table.

Apple Love Story

A copy of the story, with a pencil is passed to each guest present, and the honor is given the one who guesses the names of the most apples mentioned in the love story.

"She was a pretty Southern lass. Her father's name was *Rawle*, so she was called *Rawle's Janet*. She carried herself like a *Peerless*, and might have been mistaken for the *Duchess of Oedenburgh*. In winter she wore a beautiful *Golden Russet* coat and a *Red Astrachan* cap, and always tripped along with such light feet that it seemed as if they weighed no more than a twenty ounce *Pippin*. Her lips were as red as a *Cherry*. She had two lovers. Their names were *Jonathan Seeding* and *Ben Davis*. The first one was from *Rhode Island*, so the second one jestingly called him the *Rhode Island Greening*, which name did not appeal very well, as he was from a cultured and *Wealthy* family, and had more than the usual amount of brains and good breed-

ing. He retaliated by calling the second one a *Missouri Pippin*, as he was from Missouri.

"One day when the maid and lover number one were walking in the woods, he cut a *Willow Twig* and put it on her head in the form of a wreath, and told her she was *Sulvan Sweet*. He said he had sought for her for years, having seen her sweet face in his dreams. She answered *Seek-no-Further*, for I am thine, and she blushed a beautiful *Maiden's Blush*.

"This was a great disappointment to the other lover, who took many *Sops of Wine* to drown his sorrow, and said he did not care if he were exiled to the *Siberian Clime*, since he had lost her. He said it would not take much to cause him to be a *Northern Spy* in *Spitzenburg* but he thought he had better stay and gather *Sweet Bough* in *Early Harvest* when the leaves were turning *Yellow Transparent* and he preferred to meet *Gravenstein* and *McIntosh* when they gather the *Washington Strawberry* and pack away the *Sheep's Noses*. But he went to *Sharp's Early* in the day, and drank some *Jersey Sweet* beverage, and consoled himself by asking a *Wealthy* girl who was a *Roman Beauty* to marry him."

Apple Matching Partners

This unique way of matching partners for refreshments is to take paper bags, blow up and tie, and attach them to a rope strung across the room.

First place the name of a girl inside on a slip of paper. The men each choose a bag and then find their partners by the name inside.

It is not always possible to seat a large crowd for refreshments, and it is more informal not to do so,

so the better way would be to have each one pass through the refreshment rooms and help themselves.

APRIL FOOL TOPSYTURVY PARTY

Invitations

A TopsyTurvy time we'll have
At our April Foolish Party
We ask our friends to come along
And join the fun most hearty.
Please wear your costume inside out
And anything that's funny.
And have the best time of your life
It will not cost you money.

Costumes

All the girls may go to the party with their dresses on "wrong-side before," so that they button up in front, and some of the girls may even have their hair hanging over their faces, instead of done in the regular fashion.

Perhaps you will see one girl with a white stocking on one leg and a black stocking on the other. Very likely the boys will have their collars in the back, and their neckties dangling from the back of the neck. Their coats may be on "wrong-side before," like the girls' dresses. At any rate, the guests are all sure to look as topsyturvy as they can, and of course the hostess must dress in some outlandish manner. She may perhaps dress like a grandmother, powdering her hair and wearing a long dress, a little shoulder shawl and spectacles. The host may dress as a grandfather.

Topsyturvy Musical

One very funny song calls for three girls who wear old maid masks tied to the back of their heads. They sing a song about "Three Young Maids of Lee." At the second verse they turn suddenly about with their backs to the audience so that the old maid faces show, and continue singing about "Three Old Maids of Lee." The effect is very amusing.

Topsyturvy Recitation

A very amusing recitation is called a Topsyturvy Recitation. Three or four people all at the same time, recite different poems with appropriate gestures. For instance, Jane recites "Mary had a little Lamb," Susan "The Children's Hour," Harriet, "The Old Oaken Bucket," and Bertha "Twinkle, Twinkle, Little Star." The result is a strange babble, with a mixture of hand motions and curious head noddings.

Topsyturvy Animals

Each person has a sheet of paper and he draws the head of some animal at the top of the paper; folds the paper over and passes it to his neighbor on the right, who must not look at it, but draws a body connecting with the two neck-lines which the first person has left showing. When the bodies are drawn they must be folded out of sight, and then legs of some sort attached to the body by the next person to whom the paper is passed. Some very funny creatures will result from this contest. Perhaps a chicken's head may have the

body of a dog with a man's legs; or a cat's head may have a horse's body and duck's feet.

Collect all the pictures and pin on the walls of the rooms for the guests to inspect, and great fun will result from the pictures.

Topsy-turvy Dining-Table

Arrange the dining-table apparently in wild confusion. Have the cloth awry, the centerpiece wrong-side out, the pepper-pots in the candle-holders, the candles upside down in the salt-stand, and whatever other nonsense your ingenuity suggests. For a centerpiece have a crazily-built wall of yellow and green blocks. Have a pell-mell mass of vines and scarlet flowers scattered wildly over the blocks, and on top of the wall have a scarlet "Humpty-Dumpty" standing on his head. Write the guests' names backward on little dunce-caps turned half-way inside out.

April Fool Dinner

The dinner served should be plain and substantial, but it may be as elaborate as one chooses. Following is the menu:

Vegetable Soup	Pickles	Crackers		
Roast Beef	Mashed Potatoes	Brown Gravy		
Celery	Stewed Peas	Tomatoes		
Bread	Butter	Tea	Cheese	Jelly
		Cream Pie		

When the dinner is all ready to serve the fun will begin. Imagine the surprise of the guests when they

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sit down to the table, to find the soup served in tea-cups, the pickles shining forth from the sugar-bowl and the crackers in a covered vegetable dish.

The roast beef will be cut in slices and arranged in a dainty glass berry dish, and the gravy in small individual sauce dishes.

The stewed peas will be served from the water-pitcher in glass tumblers, the celery on the bread-plate, bread in the salad bowl, butter on the celery tray, and the tea in soup bowls.

The jelly will be placed on the largest meat platter, and served with the carving knife, the cheese in the gravy dish, and finally the pie on large dinner plates.

The sugar will appear in the cracker jar together with the gravy-ladle, and the cream in the china teapot. The salt will be found in the mustard cup, the pepper alone remaining as it should be.

Water must necessarily be served at the dinner, but even this will not be in the usual manner. It is served in the after-dinner coffee cups.

The soup must be eaten with teaspoons, as the larger ones will be served for the tea.

April Fool Surprise

A clever surprise can be managed by inviting the guests to meet a "distinguished stranger who is spending only an evening in town." When your friends arrive they should have their curiosity whetted by half hints about the "stranger." He may be a learned college professor, or an eloquent lecturer on some local or national topic of very immediate interest. In this case, after the party is assembled in the drawing-room, ex-

cited discussion should be heard coming from upstairs or some adjoining room where the speakers cannot be seen. The supposed "professor" can seem to be ex-postulating with some member of the hostess' family. This may be prolonged until every one is worked up to fever heat. The hostess, after a hasty inquiry into the excitement, can reassure her guests, explaining that "dear professor is so sensitive, and accustomed to so much attention and consideration." Before the celebrity enters, word should be passed that the lights are too high. Then a message can be sent in that the windows must be opened or closed. The climax comes when the speaker of the evening declares that he must deliver the promised lecture from behind a screen, when the real trouble will be disclosed. The distinguished lecturer has lost a company "wig," without which it is impossible to appear among strangers. The lecture can be begun in a high pitched nasal voice, the unseen speaker reading from the encyclopedia a very abstruse and tiresome article on some learned subject. In the fun that follows, the "surprise" is discovered, and the lecturer turns out to be one of the hostess' own family.

Topsyturvy Refreshments

For refreshments have ice-cream cones with cotton stuffed in the bottom for April Fool, also all day suckers, which is candy on a stick.

Plain water for a drink.

Foolish Questions

These questions are asked by the chairman, the guests beforehand being numbered. As the hostess asks a

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question, she calls a number and the person having that number must get up immediately and answer by saying "It is I." If any one fails to do this he must pay a forfeit. Other questions may be added.

Who was kissed last?

Who made the first automobile?

Who killed Murphy's black cat?

Who can climb the highest tree?

Who will not speak?

Who can eat the most candy?

Who likes a red-haired boy?

Who can talk the most?

Who wishes to get married?

Who made the first American flag?

Who stole the baby's milk?

Who hates to get up in the morning?

Who is waiting for leap year?

Who wears the largest shoe?

Who is in love?

Who painted Green's house brown?

AUTOMOBILE PARTY AND DINNER

Invitations

New "Filling" Station

Free Air

Tree Water

"Chicken Dinner"

(Like Mother used to make)

Not Free (50c)

Sufficient and Satisfying Service

Passing Tourists and Automobile Parties Welcome

Open for Business Friday—Month—Date—Place

Match Partners

When all have arrived and are getting acquainted or renewing acquaintanceship, they are provided with one of the answers to the Contest, two of a kind given out; one to the ladies, and one to the gentlemen. When all are matched, they are furnished with a pencil and a copy of the Automobile Contest, and told they must guess the answers to the contest.

More Cars

They find the walls covered with all kinds of automobile pictures, cut from magazines, without the names, and after they have looked for a while, the hostess tells them she wants to see how many can name the different cars. She says they will match partners with cars for the game.

Matched Game

The hostess passes small pictures of cars (which have been cut out and all ready beforehand) two of each kind, one to the lady and one to the man, and there will be much fun trying to find their car partners. After they have matched partners, they go to the hostess and get a blank sheet of paper and pencil and go around the rooms and guess the names of the different makes of cars.

Auto Game

The players seat themselves in a circle with a leader in the center. The leader throws a knotted handkerchief at one of the players saying, "What's your auto loaded with?" The one to whom the ball is thrown

must immediately name something beginning with A, and return the ball to the leader, who tosses it to another, asking the same question. Each letter of the alphabet may be used. The leader counts three, and any hesitation on the part of the player receiving the ball longer than three counts puts him out of the game. A player repeating a word given by another drops out of the game. The object of the game is to see who can hold out the longest.

Automobile Game

One player is chosen to act as Chauffeur. He assigns each one the name of some part of a car, such as tire, tank, wheels, shaft, horn, and other names common to motorists. The chauffeur stands in the center (the others being seated in a circle) and tells a story of his motoring experience, bringing in all the parts of the car given out. Each player, when his name part is mentioned, rises, turns around, stoops down and looks under his chair, then seats himself. When the word "Auto" is spoken, all rise, turn around, look under their chairs, and seat themselves. When the chauffeur speaks the word "Automobile" all rise, bow and smile at each other, and seat themselves. When he suddenly says "Automobile Turned Turtle," all quickly change places. As the chauffeur gets a chair, the one left standing is to be the chauffeur next. This is an exciting game.

Table (Auto) Decorations

The Table is arranged in the form of a "Wheel," the smaller tables can be the "Spokes;" the large table in

the center and the smaller ones placed around it. Chairs form the outer rim of the "Wheel." In the center of each small table, toy autos filled with bonbons form the centerpiece. Each place card, in the shape of an auto, bears not only the name of the person to occupy that place but also the name of some make of car.

Automobile Race

After luncheon, while dishes and table linen are being replaced by card-table covers, cards, and score pads, for bridge or five-hundred, the hostess "registers" the autos about to enter the race. The highest score, of course, is the winner. To the "chauffeur" of the winning "car," to the "chauffeur" of the "car" coming in second, and to the "driver" of the losing automobile, prizes consisting of articles used in connection with automobile touring are awarded.

Automobile Romance

Give each guest a copy to fill in the answers.

He thought her a maiden most wondrously fair,

She wore a blue _____ on her bright golden hair.

(Hood)

A _____ around her fair throat she did twine, (Muffler)

If he did not get her, he surely would pine.

And each little _____ was so dainty and trim (Shoe)

Like some Cinderella she just seemed to him.

To gaze on her face was to see and admire,

And thought of her beauty he never would _____.

(Tire)

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But when would he win her, ah, there was the rub,
She came from that haughty old city, the ———.
(Hub)

While he in New York saw the first light of day,
And lived near the ——— down by the bay. (Battery)

His deep love to ——— he tried all in vain, (Throttle)

"Twould ——— at his heart, till it gave him a pain.
(Clutch)

He said to himself, "This is not any joke."
And then of his true love and affection he ———.
(Spoke)

"Oh have you for me just a dim little ——— (Spark)
For then I'd be happy, I can but remark.
But if you refuse me, why, then it is clear,
My heart it would weigh quite a ——— my dear.
(Tonneau)

I surely am pining, sweetheart, for your sake,
And if you refuse me, my heart it must ———."
(Brake)

The maid to his pleading did gracefully yield,
And said, "You may be my protector and ———.
(Shield)

At some future date, I will be your dear wife,
And then we will ——— together through life."
(Motor)

BARN PARTY

*Miss Gertrude S. Derr
requests the pleasure of your company
at a Barn Party,
Date—Time—Place.*

Arranging for the Party

To insure the success of such a party, a moonlight night should be selected. The barn chosen should be large, the floor space ample, and the decorations lavish. They may consist of green boughs, vines and goldenrod, and a number of American flags.

The two large opposite doors should be thrown wide open for free circulation of air. The floor should then be cleared, swept and washed. High up over one door a large flag may be draped, and wires stretched across from beam to beam, away from direct draughts, upon which Japanese lanterns may be hung, care being taken that none are allowed to come into contact with the bunting in case of one's taking fire. Chairs should also be provided, and a rope stretched across one side of the open space, on the farther side of which place a table. On this table place a large bowl of soapsuds, into which a spoonful of glycerine has been put, and by its side place half as many pipes as there are to be guests. Prepare half as many cards also as there are to be guests, and write across the full length of each card the name of an agricultural implement, as hay-rake, hay-cutter, pitchfork, hoe, spade, scythe, sickle, mower, plow, reaper, binder, seeder. On the reverse side each card should be numbered at the top, and a question written concerning the implement named on it; besides this the number and another query should be written upon the lower half. Questions like the following will answer:

- No. 1. What is the true mission of a harrow?
- No. 1. Can you tell a harrowing tale?

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No. 2. What is a hoe used for?

No. 2. What is a good receipt for hoe cake?

The cards should then be cut in halves, and the matching of them will determine partners for the bubble blowing contest. Dancing may follow with old-fashioned as well as modern dances to a victrola concealed in the loft.

BASEBALL PARTY

A novel party was recently given by a mother to celebrate the sixteenth birthday of her only son. She had been rather envious of her friends in their happiness of planning many luncheons and other pretty affairs for their girls, consequently she entered heart and soul into this party for her boy, sparing neither expense nor trouble to make it a success. It was announced as "A Baseball Party," and by enlisting the services of a niece, who was very enthusiastic over the national game, she was able to carry out the idea.

The Whole Team

Eight of her son's friends were invited, who, with the boy himself, made the required "nine." Luncheon was first served. Before going into the dining-room each boy was assigned a place on the "team," and found his place at the table accordingly. In place of name-cards were tiny "fans" bearing the words "catcher," "pitcher," etc., and, of course, each guest knew just where to sit.

Menu Cards

The menu cards were booklets with the words "Of-

ficial Score" written on the covers. The menu consisted of nine courses, or "innings," as they were more appropriately termed. It was written in language unintelligible to the average feminine mind, but the boys guessed what many of the viands were amid much merriment. The reading of the menu, and the conjectures as to what the courses would be, broke up any stiffness that might have resulted from nine boys lunching together. It read as follows—only in the original the interpretations were, of course, left out:

Baseball Menu

FIRST INNING

First strike (Oyster cocktail)

SECOND INNING

Where the losing team lands (Soup)

THIRD INNING

Caught on the fly . . . (Small trout with diamonds of crisp toast)

FOURTH INNING

A sacrifice . . . (Lamb chops with potato balls)

FIFTH INNING

A "fowl ball" (Chicken croquettes with French peas)

SIXTH INNING

The umpire when we lose (Lobster salad with cheese straws)

SEVENTH INNING

A fine diamond . . (Ice-cream in diamond-shaped slices. Cakes)

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EIGHTH INNING

Necessary for good playing . . . (Preserved ginger with wafers and coffee)

NINTH INNING

Everybody scores (The passing of favors)

Baseball Favors

The favors consisted of a ticket for a ball game to be played on the local grounds that afternoon for each boy, and a tin horn with which to "root," as the boys expressed it.

As soon as the luncheon was finished the nine boys departed in great glee for the ball grounds, relieving the hostess of the responsibility of entertaining them further.

BEEHIVE AND STINGS PARTY

Invitations

Bee sure you come to the Social Bee

Bee-cause you will have a good time you see?

Bee at Brother () next Monday night,

Bee sure these Bees will treat you right.

Address

Date

Time

These invitations were written on brown paper the shade of honeycomb, and a sketch of a beehive and a swarm of bees were in one corner. The brown paper was cut in the shape of a honeycomb and enclosed in brown envelopes.

Bee Stings

A sting that produces hunger	Fasting
A sting that satisfies hunger	Feasting
A sting that enlivens banquets	Toasting
A sting that produces laughter	Jesting
A sting that follows sweeping	Dusting
A sting that improves meat	Roasting
A sting that shows faith	Trusting
A sting that is enjoyable	Interesting
A sting that is not economical	Wasting
A sting that is without end	Lasting
A sting that makes living high	Costing
A sting used by governments on Trusts	Busting
A sting of which foolish people are fond	Boasting
A sting that delights the palate	Tasting
A sting that birds are fond of	Nesting
A sting that cures fatigue	Resting
A sting that tries people	Testing

Berry Contest in Rhyme

It was in the merry month of June
 Which the Indians called the _____ Moon,
 That a charming young lady, Kathleen O'Dare,
 A _____, from the red of her hair,
 Went out one fine morning with fish-line and hook
 To angle a _____ for the cook.
 The path through the meadow which she must go over
 Was all pink and white with _____
 And under a _____ near a stone,
 Stood a fleet little horse, a _____
 Kathleen would have lingered, _____ to eat,
 But thoughts of the cook lent wings to her feet.

She fled to the sea, her fish-line to dangle
 But only a _____ could she angle
 "Oh, pooh!" said Kathleen, "I must hurry home.
 We'll eat the old hen with the _____.
 And a _____ burst into song,
 As back through the meadow she gamboled along.

The missing words are: strawberry, strawberry-blond, strawberry-bass, strawberry-clover, strawberry-tree, strawberry-roan, strawberries, strawberry-crab, strawberry-comb, strawberry-finches.

A prize box of candied strawberries may be given to the one who guesses the greatest number of these correctly.

Be-Contest

This is a game for pencil and paper, and is prepared before the guests arrive, by painting a bee on as many pieces of paper as there are words, for instance, a bee is tied to a branch or tree which interpreted, means Be-tied.

Be-time A clock with a bee on.

Be-lief A bee on a leaf.

Be-tween Two lines, a space between on which a bee is sketched.

Be-ware A bee on a cup (ware).

Be-stow Several bees and a toe.

Be-head Picture of a head with a bee.

Be-half Half of an apple with a bee on it.

Be-gun A picture of a gun with a bee on.

Be-fore Four marbles and a bee.

Be-long A very long letter "B."

Be-nigh A Roman 9 (IX) with a bee near it.

Be-low A bee on the bottom page of a paper.

Be-wail A picture of a baby crying and a bee near it.

The one solving the greatest number of Bees receives a small water color of a large Bumble Bee.

Busy Bee's Bill of Fare

Bee's Output (Honey)

Bread	Baked Beans	Butter
Beef	Baked Potatoes	Bologna
Brown Bread	Bananas	Batter Bread
Boiled Pudding		Boston's Overthrow (Tea)

Bee Mimic

If there are more than fifteen or twenty guests, choose about six men and six girls to form the circle. Even "Mimic" becomes monotonous in a large circle. Those forming the circle are seated, men beside their partners, the leader taking the part of one of the girls. She begins the action by doing something to the man at her right who in turn must mimic her action exactly to the girl to his right, and so the action goes all around the circle till it comes back to the leader, who starts a new one. This may continue for about four or five rounds, and can be made the best game of the evening if the leader has planned sufficiently diabolical actions. For example, her first might be to do a funny step in

front of him, at the same time tra-la-la-ing in a high key. Her right-hand neighbor must imitate her to the very best of his ability. Her next action might be to sing up the scale to the highest note she can reach; next she might cry as realistically as possible; and then laugh as musically as she can!

Ring Contest

The ring that is found in the sea.	Herring
The ring that pleases the public speaker.	Cheering
The ring that pleases the concert singer.	Encoring
The ring of the traveler.	Touring
The ring that describes sinners.	Erring
The ring that we take in the park.	Airing
The ring that is often lost in old age.	Hearing
The inquisitive boy's ring.	Inquiring
The doctor's ring.	Curing
The butcher's ring.	Slaughtering
The ring of the mocker.	Jeering
The cat's ring.	Purring
The ring that will ruin a 'dress.	Wearing
The ring that describes unpleasant callers.	Boring
The ring of lovers' language.	Endearing
The marriage ring.	Paring
The ring for the wedding feast.	Catering
The ring that the bride will soon wear.	Wedding ring
The ring the young man needs when proposing.	Daring
The ring used for adornment.	Earring

BIBLE EVENING

Invitations

One of your *'Acts'* will be to assemble among the *Numbers* which will *Mark* the *Genesis* of a Bible evening, which *Chronicles* the *Revelation* of a splendid game of *Scriptures*.

The Social Committee will be on the *Job*, and they will assure you there will be no *Lamentations*, but rather, there will be *Songs of Solomon* and *Psalms*.

James and *John*, *Ruth* and *Naomi* will be the *Judges* and *Kings* and other notables will be present, including the *Queen of Sheba*.

Timothy and *Titus*, *Joel* and *Obadiah*, will be on hand to welcome the guests, and *Ezra* and *Joshua*, *Esther* and *Rebecca* will assist in feeding the multitude.

The tribe of *Judah*, being lost, will not be present, neither will the *Hebrews* or the *Romans*, but all of the elect ones will be there.

The crowds will make their *Exodus* at a reasonable hour.

Name of Society	Time	Place
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Scripture Contest

For this contest, pin on the guest the answers to the following contest, and in that way they will become more familiar with the answers. Make two of each one, and pin one on the lady and one on the man, and they will then match partners for the contest. After partners are matched, give each couple a copy of the contest and a pencil. Each question is answered with a book of the Bible.

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1. What a man wants when out of employment. Job.
2. An article of dress and the first letter of the alphabet? Hosea.
3. A transparent mineral? Micah.
4. What each one is responsible for? Acts.
5. What a mathematician uses most? Numbers.
6. The signature of a man who cannot write? Mark.
7. What goes with a whipping? Lamentations.
8. What the father requires the young men to make at 10:30? Exodus.
9. A native of Jerusalem? Hebrews.
10. Crowned heads of Europe? Kings.
11. A kind of hay? Timothy.
12. A great surprise? Revelation.
13. What songs are spoken of in the Old Testament? Songs of Solomon.
14. What poor girl married a great man? Ruth.
15. What queen plead for her people? Esther.
16. What are the highest men in court called? Judges.
17. When writing events? Chronicles.

Bible Names

Choose sides as in a spelling match, and let the leader of the first side give the first syllable of the name of some Bible character. The leader of the opposite side then completes the name, if he can. Failing this, his side loses a member selected by the leader of the opposite side. And so the contest goes on down the line, first

one side and then the other proposing the first syllable of some name.

Bible Readings

A good way to promote study of the Bible is a "Bible oratorical contest," in which four or five contestants recite, or give as readings, selections from the Bible. These are arranged for beforehand. If well done, it will be the talk of the town, and many people will go home surprised that the Bible is such an interesting book.

Alphabetical Scripture Game

- A was a monarch who reigned in the East—Esther 1:1.
- B was a Chaldee who made a great feast—Daniel 5:1-4.
- C was veracious, when others told lies—Numbers 13:30-33.
- D was a woman, heroic and wise—Judges 4:4-14.
- E was a refuge, here David spared Saul—1 Samuel 24:1-7.
- F was a Roman, accuser of Paul—Acts 26:24.
- G was a garden, a favorite resort—John 18:1, 2.
- H was a city where David held court—2 Samuel 2:11.
- I was a mocker, a very bad boy—Genesis 16:16.
- J was a city, preferred as a joy—Psalm 137:6.
- K was a father, whose son was quite tall—1 Samuel 9:1, 2.
- L was a proud one, who had a great fall—Isaiah 14:12.
- M was a nephew, whose uncle was good—Acts 11:24.

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N was a city, long hid where it stood—Zephaniah 2:13.

O was a servant, acknowledged a brother—Philemon 16.

P was a Christian greeting another—2 Timothy 1:1, 2.

R was a damsel, who knew a man's voice—Acts 12:13, 14.

S was a sovereign, who made a bad choice—1 Kings 11:4–11.

T was a seaport, where preaching was long—Acts 20:6, 7.

U was a teamster, struck dead for his wrongs—2 Samuel 6:7.

V was a cast-off, and never restored—Esther 1:19.

Z was a ruin, with sorrow deplored—Psalm 137:1.

Bible Husbands and Their Wives

<i>Husbands</i>	<i>Wives</i>
Adam	Eve
Abraham	Sarah
Isaac	Rebekah
Jacob	Rachel
Joseph	Asenath
Moses	Zipporah
Samson	Delilah
Boaz	Ruth
Elkanah	Hannah
Ananias	Sapphira
Felix	Drusilla
Ahab	Jezebel

<i>Husbands</i>	<i>Wives</i>
Nahor	Milcah
Hamon	Zeresh
Esau	Mahalath
Lapidoth	Deborah
Elimelech	Naomi
Nabal	Abigail
Aquila	Priscilla
Joseph	Mary
Zebedee	Salome
Zacharias	Elizabeth
David	Michal
Uriah	Bath-sheba
Solomon	Dtr. of Pharaoh
Ahasuerus	Vashti
Herod	Herodi

Bible Books in Verse

The great Jehovah speaks to us
 In GENESIS and EXODUS
 LEVITICUS and NUMBERS, see,
 Are followed by DEUTERONOMY
 JOSHUA and JUDGES sway the land,
 RUTH gleans the sheaves with trembling hands,
 Two books of SAMUEL, with two of KINGS appear,
 Whose two books of CHRONICLES we wondering hear,
 Then EZRA and NEHEMIAH are seen,
 And ESTHER shows the beautiful queen
 JOB speaks in sighs, DAVID in PSALMS;
 The PROVERBS teach to scatter alms,
 ECCLESIASTES follow on.

Now hear the SONGS OF SOLOMON,
ISAIAH, JEREMIAH then
With LAMENTATIONS, take the pen.
EZEKIEL, DANIEL, HOSEA lyrics swell.
JOEL, AMOS, OBADIAH dark days foretell.
Next JONAH, MICAH, NAHUM come
And lofty HABAKKUK finds room.
With ZEPHANIAH, HAGGAI calls.
Rapt ZECHARIAH builds the walls;
And MALACHI, with garments rent,
Concludes the ancient Testament.
MATTHEW, MARK, LUKE, and JOHN
Tell what by Christ was said and done
ACTS about the apostles tell,
And how the Holy Spirit fell.
ROMANS, two CORINTHIANS, and GALATIANS,
Followed by EPHESIANS, take their stations;
Then PHILIPPIANS, hand in hand
With COLOSSIANS, take the stand
By THESSALONIANS two; each and all
Claim for their author great St. Paul.
To TIMOTHY he writes two books
Nor TITUS and PHILEMON overlooks,
HEBREWS the last letter claims.
Next comes the epistle of St. JAMES
With two PETERS, three JOHNS, good St. JUDE
And REVELATION we conclude.

Bible Alphabet Contest

A was a traitor, found hung by his hair	Absalom
B was a folly built high in the air	Babel
C was a mountain o'erlooking the sea	Carmel (Mt.)

D was a nurse buried under a tree	Deborah
E was a first born, bad from his youth	Esau
F was a ruler who trembled at truth	Felix
G was a messenger sent with good word	Gabriel
H was a mother who lent to the Lord	Hannah
I was a name received at the ford	Israel
J was a shepherd in Arabian land	Jethro
K was a place near the desert of sand	Kadesh
L was a pauper begging his bread	Lazarus
M was an idol, an object of dread	Molech
N was an architect ages ago	Noah
O was a rampart to keep out the foe	Ophel
P was an isle whence a saint looked above	Patmos
Q was a Christian, saluted in love	Quartus
R was obscure but the mother of Kings	Rachab
S was a Danite who did wonderful things	Samson
T was a city that had a stronghold	Tyre
U was a country productive of gold	Uphaz
V was a Queen whom a King set aside	Vashti
Z was a place where a man wished to hide	Zoar

BIRD CARNIVAL

The invitations to the carnival had various kinds of birds painted upon them, and each guest was requested to come representing the kind of bird designated on his or her invitation. There were two invitations of each kind, one sent to a lady and one to a gentleman, that there might be a "pair" of each variety of bird. As the guests arrived, each was labeled with the name of the bird he or she represented, and in this way it was easy for them to find their "mates" for refreshments.

The house was profusely trimmed with flowers, vines, and leaves (many of them artificial, borrowed from a near-by store); every available space was covered, the banisters, the mantel posts, the door- and window-frames, the archways, etc., and even the walls of the dining-room were hung with the trailing vines, so that the place looked like a veritable woodland dell. All the stuffed birds that could be secured were perched here and there among the vines and branches, some on nests with their mates beside them; a large owl was placed high in one corner, and in a cozy nook in another corner was the nest of a meadow lark, with father and mother birds teaching their young ones to fly. Besides this canaries in cages were distributed throughout the house, lending their music to the general effect. Bird eggs of every description were also used to help decorate. In the center of the dining table a nest was arranged, containing a mother bird and her little ones, while suspended from the chandelier by gayly colored ribbons and reaching almost to the nest, were many prettily decorated egg shells, the contents having been "blown" from them by means of small holes made in each end. Twenty-five rhymes about birds were pinned about the rooms, the guests being required to answer them. Following are given the rhymes and their answers. The hostess kept the "key" and read the correct list at the close of the contest, when a canary bird in a cage was given as first prize and a stuffed bird as second to the most successful contestants. At the close of the contest, the roll was called and each "bird" present responded by an appropriate quotation, these having been previously distributed by the hostess.

Bird Pie

After refreshments were served, an enormous "bird pie" was placed upon the table and each guest was given a slice. This pie was made of pie crust, and was filled with tiny trifles wrapped in tissue paper, most of them representing birds, eggs, nests, etc. On the top of the pie twenty-four little birds cut out of black paper were perched by means of pins stuck through their feet. Also pinned to the pie was this verse:

When this pie is opened
 The birds begin to sing?
 That is where you all are fooled;
 We won't do such a thing!

Bird Guessing Contest

1. A flash of sky on wing.—(*Bluebird.*)
2. Oh, shall I call thee bird,
 Or but a wandering voice?
 Thy note from household clocks is heard,
 And children's ears rejoice.—(*Cuckoo.*)
3. King of the water, as the air,
 He dives and finds his prey.—(*Kingfisher.*)
4. Thy plaintive cry announces punishment,
 And warns the luckless boy for whom 'tis sent.
 —(*Whippoorwill.*)
5. You introduce yourself throughout your song,
 And tell the world your brief, old-fashioned name.
 —(*Phoebe.*)

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6. "Bob White!" you call
Along the marshy coast.
Speak not so loud
Or you will be on toast.—(*Quail.*)
7. Cooing 'neath barn rafters,
Pouting, sometimes, too,
Rippling like child laughter
All the winter through.—(*Pigeon.*)
8. An English emigrant, bird of the street,
So common that some like thee not at all.
Yet in the Holy Bible we are told
The Father careth if but one should fall.
—(*Sparrow.*)
9. Red-breasted harbinger of spring
We wait in hope to hear thee sing.—(*Robin.*)
10. Yellow captive of the cage,
Silver notes thou giv'st as wage.—(*Canary.*)
11. A flash of white upon the sea,
And yet 'tis not a sail.
A "little brother of the air"
Hath dared to ride the gale.—(*Sca-gull.*)
12. "Jenny" named in children's books,
Bright in spirit, dull in looks;
With Cock Robin as thy mate,
Nothing else I'll have to state.—(*Wren.*)

13. In Blue Grass regions is thy splendor seen,
Thou flash of flame.
August thy name,
Red-coated pontiff of the green.
—(*Kentucky Cardinal.*)

14. Black robber of the corn-fields, oh, beware!
The farmer can do other things than scare.
—(*Crow.*)

15. We know how long ago
You frightened Mr. Poe—
Black-coated prophet of adversity.—(*Raven.*)

16. Named for the animal the dairies need,
Yet, in thy nature, quite a different breed.
—(*Cowbird.*)

17. Black-winged in crimson roses thou art dressed,
Fine feathers make fine birds, it is confessed;
And none more fine than thou,
Oh, brilliant beauty of the bough!
—(*Scarlet Tanager.*)

18. The melody is trickling from thy beak,
And silver whistlings help thy voice to speak.
Oh, singer, famed by thousands, clear the strain
Which ripples from thy pulsing throat like rain.
—(*Nightingale.*)

19. Bird of the night,
Thy round eyes are aglow
With all the learning
Which the sages know.—(*Owl.*)

20. The mother hen must watch her little brood
 Lest thou come down and bear them off for food,
 And use them for a dinner,
 Oh, prowling sinner.—(*Hawk.*)

21. You imitate the foe which does you wrong,
 And call "Meouw," instead of chanting song.
 —(*Catbird.*)

22. Your coat is like the leaden sky
 Which drops the feathery snow,
 And when that leaves us, by and by,
 Still further north you go.—(*Snowbird.*)

23. A symbol of the perfect Love
 Shed from above.—(*Dove.*)

24. I supplicate
 At Heaven's gate
 And rest on wing
 Where angels sing.—(*Lark.*)

25. I'm always offered cracker,
 And though I like it well
 I think some other viands
 Would answer just as well.—(*Parrot.*)

BIRTHDAY PARTIES

Invitations

A birthday party is never new
 But here is one you're invited to
 At the home of a friend whose name is below
 We know you'll have a good time if you go

Date

Name

Address

A birthday is an important event in a person's life, and should not be passed unnoticed. A small party for little children is usually more enjoyable and more easily managed than a large one. With many mothers it is the custom to invite as many little guests as correspond to the number of years of the child whose birthday is celebrated; but that is left entirely with the mother.

Birthday Cake

Due prominence must be given to the birthday cake, the principal feature of the feast. It is placed usually in the center, is round, decorated with frosting, and as many tiny candles as the person is years old. These are placed in toy candlesticks, so they can easily be thrust into the frosting, but can be stuck in the cake if candlesticks cannot be secured. The candles are lighted just before the guests go to the table, or are served the refreshments. The candlesticks usually can be purchased at a toy store. It is an excellent idea if it is a birthday cake for a small child, to place some little souvenir in the cake for each child, by turning the cake upside down after baking; tiny toys of different kinds are desirable for this purpose. These toys may be kept as souvenirs of the party, and please the children.

Cake for Grandma or Grandpa

A marvelous birthday cake for the center of the family table on grandma's or grandpa's birthday can be made by turning a round hatbox upside down and icing it, decorating the sides and top elaborately with a pastry tube, trimming it with silver candles and put-

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ting on as many candles as it will hold so it is a blaze of light. It should be as generous as possible. When grandma is told to cut the cake she finds it is not a cake after all but a Jack Horner pie all for herself with her birthday presents in the pile under it.

Lucky Symbols

The writer gives below the lucky symbols for the day, flower and gem for each month in the year.

JANUARY

Snowdrop the lucky flower. April is their lucky month. Saturday is the lucky day, garnet the lucky gem.

To them who in this month are born

No gem save Garnets should be worn,

They will insure them constancy

True friendship and fidelity.

FEBRUARY

August the lucky month. Saturday the lucky day.

Tulip the lucky flower. Amethyst the lucky gem.

The February born shall find,

Sincerity and peace of mind;

Freedom from passion and from care,

If they the Amethyst will wear.

MARCH

November is the lucky month. Monday is the lucky day.

Daffodil is the lucky flower. Bloodstone is the lucky gem.

Who in this world of ours their eyes
 In March first open shall be wise;
 In days of peril, firm and brave,
 And wear a Bloodstone to their grave.

APRIL

Friday the lucky day. Jonquil the lucky flower.
 September the lucky month. Diamond the lucky gem.

She who from April dates her years
 Diamonds should wear, lest bitter tears,
 For vain repentance flow, this stone,
 Emblem of innocence is known.

MAY

April is the lucky month. Friday is the lucky day.
 Arbutus the lucky flower. Emerald is the lucky gem.

Who first beheld the light of day,
 In spring's sweet flowery month of May,
 And wears an Emerald all her life,
 Shall be a loved and happy wife.

JUNE

February is the lucky month. Monday the lucky day.
 Poppy is the lucky flower. Pearl the lucky gem.

Who comes with summer to this earth,
 And owes to June their hour of birth,
 With ring of Pearl upon their hand,
 Can health, wealth and long life command.

JULY

January is the lucky month. Sunday is the lucky day.
 Morning Glory the lucky flower. Ruby the lucky gem.

The glowing Ruby shall adorn,
 Those who in warm July are born;
 Then will they be exempt and free,
 From love's doubt and anxiety.

AUGUST

February is the lucky month. Thursday the lucky day.
 Cornflower is the lucky flower. Sardonyx the lucky gem.

Wear a sardonyx, or for thee
 No conjugal felicity.

The August born without this stone,
 Are said to live unloved alone.

SEPTEMBER

August is the lucky month. Friday is the lucky day.
 Violet is the lucky flower. Sapphire is the lucky gem.

A child that is born when autumn leaves
 Are rustling in September's breeze,
 A Sapphire on its hand should bind,
 'Twill cure diseases of the mind.

OCTOBER

January is the lucky month. Tuesday is the lucky day.
 Carnation the lucky flower. Opal is the lucky gem.

October's child is born to woe,
 And life's vicissitudes must know,
 But lay an Opal on her breast,
 And hope will lull those woes to rest.

NOVEMBER

June is the lucky month. Thursday is the lucky day.
 Golden rod the lucky flower. Topaz is the lucky gem.

Who first comes to this world's below,
 With drear November's fog and snow,
 Should prize the Topaz's amber hue,
 Emblem of friend and lover true.

DECEMBER

March is the lucky month. Saturday the lucky day.
 Tulip is the lucky flower. Turquoise the lucky gem.

If cold December gave you birth,
 The month of snow and ice and mirth,
 Place on your hand a Turquoise blue,
 Success will bless whate'er you do.

Tune of "Auld Lang Syne"

"Should happy birthdays be forgot?
 Nay, nay, we'll keep them all.
 We'll fill a cup o' kindness round,
 As each by name we call.

Chorus

To each a happy day, good friends,
 To each a happy year.
 We'll fill a cup o' kindness round.
 Of gladness and good cheer."

BOX PARTY

If you want to entertain in an unusual manner give a box party. Go to a stationer and buy some small white boxes, plain white preferable. They have them for the sending of tiny pieces of wedding cake, etc. A box about two inches square and an inch or a little larger would not hurt.

Invitations

You are requested to come
To the home of
Miss Mary Blank
On _____ Eve.
(Address and date)

To join a Box Party

Ladies will pack lunch boxes for two.

You can write these invitations and have them the size of the bottom of the box, and when finished paste them on the inside of the bottom of each box, and after addressing each box to a guest, send them out.

Home Decorations

Your home decorations will be the next consideration. Purchase or borrow as many wooden and pasteboard boxes as possible. The merchant where you do your shopping will gladly assist you in this. Send the boxes home and arrange all about the house where the guests will be. Remove chairs, settees and tables, and use wooden boxes about everywhere. Pile pasteboard boxes everywhere. The next question is how to entertain those invited.

Lunch Boxes

A box party can be made very enjoyable if every one enters into the contest. Each lady should pack a box with lunch for two and at the party the boxes can be auctioned off to the highest bidder. Or, if there is any objection to that, the ladies' names can be placed

on slips of paper and the papers put into a hat and passed to the gentlemen; the slip each draws contains the name of the one with whom he is to eat refreshments.

Box Test for Girls

The first test is for girls. Each is given an empty box, a piece of paper and some string. Scissors are also accessible to all, and five minutes are allotted for seeing who can do up the neatest parcel. A prize is awarded, consisting of a box of home-made candy.

Box Test for Boys

The next test is for the boys. The same boxes are used and a number of articles produced to be packed. The man who displays the neatest box at the end of five minutes receives a box of salted peanuts.

Box of Your Body

A number of whips without handles—lashes (eye lashes).

Some weapons of warfare—arms.

The steps of a hotel—inn steps (insteps).

The House of Representatives when a vote is taken—ayes and noes (eyes and nose).

Some Spanish grandes to wait upon him—ten dons (tendons).

Two places of worship—temples.

Two scholars—pupils.

What Napoleon wished to leave his son—crown.

Two coverings of kettles—lids (eyelids).

Two musical instruments—drums.

- Two established measures—feet and hands.
- Two coverings for the head—caps (kneecaps).
- Several articles that a carpenter cannot do without—nails.
- A couple of fish—soles.
- A number of shell-fish—mussels (muscles).
- Two lofty trees—palms.
- Two kinds of flowers—tulips and iris.
- Two playful animals—calves.
- A number of small animals of a less tame breed—hares (hairs).
- A member of the deer family—hart (heart).

Matching for Lunch Boxes

The luncheon boxes are hidden, and the company, divided into pairs by matching animal crackers, hunt the boxes.

Boxing Glove

Then, after the feast, a boxing glove is produced. Each one in turn must put it on and write his or her name and the date. It is a funny, nonsensical stunt and ends a happy evening.

Box Gifts

In securing your boxes count in enough of various sizes for one for every guest. Then gather a trifle of some kind to go in each box. Make them as ridiculous and worthless as possible. Patronize a ten-cent store. Get everything from thimble to toy. Put one item in each box, and then tie securely with paper and string. Attach a card about four inches square to each box. When the guests have assembled, give each a box and

tell them that is to be their gift to a chosen guest, and that they are to write an appropriate card to go with same, without knowing what they are sending. Five, ten, fifteen or twenty minutes in which to do this is given. After that time collect the boxes, and, as hostess, read each card aloud to the crowd, unwrapping and displaying.

Seed Contest

What would grow if you planted—

A clock	Thyme
A wise man	Sage
A cow	Milkweed
Some cats	Cattails
A dude	Cockscomb
A puppy	Dogwood
A tramp	Beet (beat)
Tight slippers	A corn
A landing for boats	Dock
A millionaire	Aster (astor)
Plant kiss	Tulips (two lips)
A government building	Mint
A girl's complexion	Pinks
Happy love affairs	Heart's ease
A disciple of Paul	Timothy
An afternoon hour	Four o'clock
Small boys and snow	Snowballs
A lover's request	Forget-me-not
Something especially neat	Spruce
A bird in old clothes	Ragged robin
A fortune hunter	Marigold (marry gold)
A vessel for holding liquid	Pitcherplant

An unfortunate love affair	Bleeding hearts
The unmarried man's bane	Bachelor buttons
The signet of the king of Israel	Solomon's seal
The author of the <i>Marble Faun</i>	Hawthorne

BRIDGE PARTY

Invitations

'Cross over the *Bridge* and help us
Bridge over the tune, while we play
 a game of *Bridge*.

Fishing from a *Bridge* is easy, but come and
 hear of one who did it.

Also help us build a *Bridge* for those who
 cross over

Some folks like to sit on a *Bridge*, but we
 need some one to help us tide over the
Bridge of Sighs.

Bridge Luncheon

The woman who plays bridge is always on the lookout for something a little unusual to serve at her bridge luncheons. She wants something a little different, and yet not too difficult to prepare. The easiest way to serve bridge luncheons is by using the plate service. The plate may contain a little casserole, containing the hot dish, or patty shells or timbale cases, the salad and the roll. In this way, the whole first course is on the table before the guests are seated. This eliminates passing food, and is the easiest form of service where there is no maid.

Decorations

Red, white, and blue makes an attractive color scheme for any card luncheon table, but particularly for the many patriotic holidays throughout the year when so many folks like to entertain. Use a round table if possible, if not a square or oblong will do, and cover with your best white cloth. For the centerpiece tie little bunches of red and white seasonable flowers to bright blue pencils and stand them in a flower holder set in a blue or white bowl. Now alternate strips of red and blue crêpe paper, crossing them in the center of the table under the bowl leaving a white space between strips for the appointment of each guest's plate. The ends of the strips should hang over the edge of the table and end in cardboard card symbols, the red hearts and diamonds on the blue strips, and the black spades and clubs on the red strips. Stand tall red candles in crystal sticks around the centerpiece, having two ribbons of blue with a heart, diamond, club and spade on the four ends crossed under the candle and thus forming a shower around the glass candlestick.

The following was used for a party recently, and may help out the hostess:

Bridge Game

White cards two and a half by five inches, with a left-over Valentine heart in the center and the word B-R-I-D-G-E done in crayon across the top, were distributed with pencils, and a word-building contest followed, using the letters in the new word as many times as they occurred in the word bridge. When four minutes had passed, twenty-six had been written.

Bridge Stories

Vases of sweet wild honeysuckle about the rooms brought memories of rural scenes and each guest was asked to relate an incident connected with a bridge. The first was a vivid recollection of reaching for the pink blossoms from a bridge and falling in the water beneath! The second displayed a kodak view of a cherished college group on the old campus bridge. "Fishing From a Bridge" was amusingly told by a young man. One lady blushingly admitted being proposed to on a bridge, while another confessed an embarrassing moment by asking who was the author of "The Bridge of Sighs."

Bridge Contest

1. Where is the BRIDGE of Sighs?
2. The largest suspension BRIDGE in the world?
3. For what is BRIDGE-port, Conn., noted?
4. Where did Webster write his dictionary?
5. Write an old proverb containing the word BRIDGE.
6. Compose a limerick using the word BRIDGE.
7. What part of the body is called a BRIDGE?
8. Of what materials are BRIDGES constructed?
9. How many rivets went into the building of Knob's Creek BRIDGE?
10. A good name for a dentist's baby?
11. Build a BRIDGE for these Indians —
12. Two Indians sitting on a BRIDGE—The Little Indian was the Big Indian's son, but the Big Indian was not the Little Indian's father—what relation were they?

ANSWERS

1. New York City.
2. Camden to Philadelphia.
3. For the manufacture of firearms, automobiles, silverware, etc.
4. On a bridge (unabridged).
5. "Don't cross the bridge until you come to it."
6. This depends on one's versatility.
7. The nose.
8. Wood, steel, masonry.
9. None. They all had to be carried.
10. Bridget.
11. Just here a box of building blocks was brought in with which two little children amused themselves.
12. It was his mother.

BUTTERFLY PARTY

The girls of the —— Literary Club wished to give a party different from the ordinary parties. Many things were discussed, and at last they decided on a "Butterfly Party." Many days were spent in preparation of the little butterflies, which were to form the most important part of the entertainment. Butterflies were made of scalloped paper napkins fastened between the forks of gilded clothespins. The butterflies were painted all the colors of the rainbow.

Decorations

In the rooms all over the house, the butterflies were suspended on black thread from the ceiling, and with

the motion of the crowd, they kept swinging around as though flying. Numerous butterflies cut from cardboard were suspended from the window shades, mantelpieces and draperies, until it looked as though they had taken entire possession of the house.

Dining Table

The center of attraction was the dining-room. The table was decorated with hundreds of tiny butterflies scattered all over the table, and a string of tiny ones were strung to the corners of the table, and fastened with a large butterfly to the chandelier.

Bat Contest

As the guests arrived they had pinned on them the answers to the contest written on a butterfly, and in that way they became more familiar with the answers. There were two of each kind, one on the boy, and one on the girl, and they then matched partners for the contest. After partners were matched each couple was given a pencil and paper to write their answers on.

Bat most familiar to the army	Battle
Bat worn by a lady	Batiste
An ancient bat	Battle-axe
Bat whose house is an island	Batavia
Bat who plays baseball	Batter
The musical director's bat	Baton
Bat when ready for a fight	Battery
Bat which belongs to the South	Baton Rouge
Bat applied to the eccentric	Batty

Bat whose home is in the sea	Bathometer
Bat familiar to the fighter	Combat
The sailor's bat	Battleship
Bat commanded by a major	Battalion
A boat that is a bat	Bateau
Bat found in a barn	Animal Bat
Bat good for breakfast	Batter-cakes
Bat used in ball game	Baseball Bat
Bat used in Indian war	Battle-axe
Bat in a circus	Acrobat

Games of the Evening

Small tables were scattered throughout the rooms, and the game of bunco was to be played. In starting the game, small butterflies had been made, four of each kind, two for the ladies and two for the gentlemen, so when they were getting ready to play, the butterflies were passed and each chose one. The four having the same color, were to be at a table together and when all were matched up, the game began. Large butterflies made from heavy cardboard were used at the table for score cards. At the head table a handsome violet butterfly decorated with gold, attracted the holders of four similar cards. The second table, a rich yellow butterfly, the third red, brown and so on through the rooms, and no trouble was caused in finding tables which matched the holder's butterfly.

Prizes

When the games were finished butterfly prizes were awarded.

Berry Contest

After sitting for the above games, the Berry Contest came next, and caused the guests to move around the rooms. They matched partners for this contest with the answers and thus gained new partners to guess the answers.

1. What berry is a favorite flavoring? Winter-green berry.
2. What berry is red when it's green? Blackberry.
3. What berry gives its name to a fabric much favored by ladies? Mulberry.
4. What berry is found on the grass? Dewberry.
5. What berry was made famous by Mark Twain? Huckleberry.
6. What is the most irritating berry? Raspberry.
7. What berry is used in stables? Strawberry.
8. What is the berry always in evidence at a great winter festival? Holly.
9. What is the oldest of all berries? Elderberry.
10. The berry that always comes with the "king of birds"? Cranberry.
11. The most melancholy berry? Blueberry.
12. An indentation on the coast? Bayberry.
13. A berry often used in a favorite game? Checkerberry.
14. A help in making things clean? Soapberry.
15. A berry nearly always found with the arbutus? Squawberry.
16. What berry is a dunce? Gooseberry.

For prizes, a can of strawberry jelly may be given to a woman and a berry pie to a man; if more elaborate

souvenirs are desired, there are berry-dishes, plates with berry designs, etc.

Cranberry sherbet may be served instead of ice-cream.

The Butterfly Family Game

Three ladies and two gentlemen who know the trick retire to a side room. One represents Mr. Butterfly, one Mrs. Butterfly, one Miss Dragon Fly, one Miss Horse Fly, and one Mr. Letter Fly. The more varied the height of the people, the more comical it will appear; and if kimonos, bath-robies, and shawls can be used for costumes, it will add to the effect. All five persons should stand with their hands behind their backs. The doorkeeper then brings in the visitors one by one and introduces them, beginning with Mr. Butterfly. They all shake hands in a very affected manner; but when Mr. Letter Fly is introduced, he gently slaps the person in the face with a wet handkerchief.

How Do You Like Your Neighbors?

Players sit about the room in a circle. One player in the center points to some one and asks, "How do you like your neighbors?" "I would like some others better," may come the answer. "Name them," comes the command, and the player names two other persons in the room. These players must now change places with the players on either side of the player questioned, the player who is "It" trying to get a seat. The player left out is "It," and the game continues. If the player to whom the question is put answers "Fine" or some such sentiment, there must be a general scramble

in which all the players change seats. In this mix-up the player who is "It" may succeed in getting a seat.

CAN FACTORY CONTEST

The words to be guessed all begin with CAN—the definitions of the whole words being here given. Booklets with tiny pencils attached, and containing the verses, may be distributed among the guests and, after the contest is decided, returned as souvenirs of the occasion.

1. Though this can is a can, you all will agree,
The can is termed thus because it holds tea.
2. This long, narrow can holds so precious a stock,
That oft you will find it has more than one lock.
3. The most wick-ed can, tho' safe from police,
Should you search for its heart you will find it
in grease.
4. This can is a can that delights you and me,
It always is "open" and likewise is "free."
5. Where breezes blow and surges roll,
With swelling form and manner proud,
This can in triumph rides the waves,
The sailor's living and his shroud.
6. Here's a can, which, bear in mind,
Lives on others of its kind.

7. They say empty cans will produce the most noise,
But, if properly filled, this will startle the boys.
8. Most cans are hardly fit to eat,
Yet you'll like this kind, nice and sweet.
9. The waltz or the glee or the bold martial strain,
Each one, as his favorite, endorses ;
But for those who prefer oratorio style,
This can sweetest music discourses.
10. Now who would elect in a can to reside,
Yet this as a shelter is known far and wide.
11. A can of most sagacious mind,
'Tis "frugal, prudent, shrewd," you'll find.
12. That a horse should use cans seems indeed
strange to say,
Yet if pressed to have one he'd not utter a nay.
13. To put cans in poems no one is inclined,
Yet cans of this sort in some poems you'll find.
14. In tubs and in bowls men have ventured from
land,
And in cans of this kind, so I understand.
15. Now, here is a can that is yellow and round,
'Twould seem little prized, for it grows on the
ground.

KEY

1. Canister.	9. Cantata.
2. Canal.	10. Canopy.
3. Candle.	11. Canny.
4. Candid.	12. Canter.
5. Canvas.	13. Canto.
6. Cannibal.	14. Canoe.
7. Cannon.	15. Cantaloup.
8. Candy.	

CHILDHOOD PARTY FOR GROWN-UPS**Invitations**

You are invited to come to a childhood party and act like a child for the evening. You can dress as a child and do the stunts and tricks you did when you were a child.

On _____ night _____ date. At home of _____.

The Doings

At eight o'clock one recent night ladies clad in long rain coats, long cloaks or full length capes began to arrive at a certain stately old mansion in our town and were silently admitted and shown to the upper dressing rooms.

When they descended to the parlor there was the entire membership of one of the most useful and dignified woman's clubs in the state,—but they scarcely recognized each other.

Costumes

One Grandmother of past sixty-five wore her beautiful silver hair in long curls, the two upper ones being

tied at the top of her head with a broad bow of blue ribbon. Mrs. D., a college bred woman and the mother of five rousing youngsters, wore her heavy black hair in two braids down her back with big black bows at the ends, and her twelve-year-old daughter's white duck sailor suit.

A six-foot tall, slender woman wore a tiny baby bonnet with big bunch bows on either side, and a long plain night gown and pink bedroom slippers. She was only six months old.

A girl wore her little brother's Lord Fauntleroy suit. Two plump little matrons were three-year-old twins, in little French dresses, socks and slippers. One woman of state-wide reputation as a lecturer and writer wore her twelve-year-old daughter's plaid school dress and her hair in a braid. One young lady wore her little brother's overalls and carried an air gun.

The club president was dressed as a French doll and she came with the wife of one of the Supreme Judges who wore socks and sandals and pigtails and her half-grown daughter's white dress. A well-known newspaper woman wore pigtails and a misses dress with all over gingham sash apron. The others were all dressed as children too.

Grand March

Each one examined every one else to her heart's content and then the hostess gave the word for all to form for the grand march. A trained musician banged out a simple march—and such a procession!

After the grand march each one in turn performed

some childish stunt, taking her place in the middle of the wondering circle of the others. No one knew beforehand what any one else was going to do. In fact, in giving her verbal invitations the hostess had first invoked absolute secrecy and next held out the idea that each guest was to do a special stunt but no one knew that any one else was to dress and do a childish stunt as each was really asked to, but the choice of a stunt was left to the guest herself.

Stunts

LONG-WINDED STORY

The grandmother in long curls told a hurried, long-winded, highly imaginative story, starting in with confidence but stopping off in a childish embarrassment as she realized her hearers were doubting her—exactly as an imaginative child would do.

WASH MY CLOTHES

The sailor-clad mother of five children walked out and sang a childish treble and acted out the kindergarten song, "This is the way I wash my clothes, etc., on Monday morning." She finished in good order and began again at once. She was hissed and hooted at but continued unperturbed to "wash her clothes" till she was literally dragged off the floor. (This little washer woman is a University graduate and can read Browning so a child of ten can understand.)

Kiddo

The six-foot, six-months baby crept to the middle of the floor, looked around in fright at so many people,

puckered up her pretty face and—howled, like any other six-months baby.

CHOO CHOO TRAIN

One of the girls laid a little railroad track and ran a train of cars. Needless to say every other child in the room was down on her knees in a minute beside the choo choo train, all cooing and screaming with delight.

TWINS RECITE

Two twins ran out hand in hand and recited a nursery rhyme in concert, then whirled around twice and disappeared.

DISTINGUISHED LECTURER

One young lady came out as a distinguished lecturer and made a funny talk, gesticulating violently, and suddenly whirled around, making a balloon of her skirt as she stooped quickly. She became so interested in it she had to be removed from the floor.

LORD FAUNTLEROY

Lord Fauntleroy went to the piano and haltingly practised simple exercises till he was mobbed.

FRENCH DOLL

The Supreme Judge's wife gave an exhibition of her talking French Doll. Considering that that French Doll has been an earnest, dignified club woman for twenty-six years and the president of the state federation, the other children were quite delighted.

TEA PARTY

One little girl, a banker's wife, gave a tea party to which she invited only Lord Fauntleroy and the French Doll. They had cambric tea, wafers and peppermints, for which nearly all the other children cried so hard that the selfish little girl didn't really enjoy her party.

Spelling Puzzle Contest

Take our oldest ancestor, you all know her name,
Spelled backward or forward, it's always the same.

(Eve)

The small boy's companion, which he loves without
shame,

Spelled backward or forward, he loves it the same.
(Pup)

She's pretty and sweet, but her name is quite plain,
Spelled backward or forward, it's always the same.

(Hannah)

If you take a sly look, this too has a name,
Spelled backward or forward, it means just the same.
(Peep)

This gentle recluse seeks not glory or fame,
Spelled backward or forward, it means just the same.
(Nun)

This thing we should have to win in life's game,
Spelled backward or forward, we need it the same.
(Pep)

This divides well the day, yet there's never a change,
Spelled backward or forward, it means just the same.
(Noon)

A precious possession is the organ whose name,
Spelled backward or forward, you'll need it the same.
(Eye)

There's a nice summer beverage, as harmless as rain,
Spelled backward or forward, it cools you the same.
(Pop)

There's a mode of conveyance, old fashioned and
tame,
Spelled backward or forward, it got there the same.
(Gig)

There's a near relation of Jack, Jim and Jane,
Spelled backward or forward, it's always the same.
(Nan)

CHILDREN'S BIRTHDAY PARTIES

A birthday is an important event in a child's life, and should not pass unnoticed.

A small party for little children is usually more enjoyable and more easily managed than a large one. With many mothers it is the custom to invite as many little guests as correspond to the number of years of the child whose birthday is celebrated.

Make the table look as attractive as possible with flowers. A pretty arrangement for a fifth birthday is to have a round table, with vines, or a rope of wild flowers or leaves, arranged over it to represent a five-pointed star. The sandwiches, confectionery, etc., may be placed within the star, the birthday cake in the center, and the five guests seated between the points of decoration.

For a sixth birthday, a pretty arrangement would be a six-pointed star, the points to be made with the long fronds of the sword fern. So many people have pots of these ferns growing in their houses, and the foliage is so abundant, that some of the older fronds of the plant may well be spared. The money myrtle is also effective for this decoration, and, in summer, the little partridge vine with its red berries, to be found in every woods, makes very pretty trimming. The cake should be in the center, and the other viands placed within the star, the children's plates between the points. Either a round or square table may be used as preferred.

For an eighth birthday, a square table may be used with walls of Troy decoration arranged for two children at a side. If the birthday comes in December, a rope of evergreen is appropriate and very effective for this decoration, with branches of holly or other red berries at the corners, the "goodies" to be placed in the center.

For a tenth birthday, quite a long table is needed, and a pretty arrangement of vines in scallops, with a small bunch of flowers at each point may be carried out, the viands being placed in the center, and a child's plate in each one of the scallops.

In all these arrangements due prominence must be given to the birthday cake, the principal feature of the feast. It is placed usually in the center, is round, decorated with frosting, and as many tiny candles as the child is years old. These are placed in toy candlesticks, made so that they can easily be thrust into the frosting, and the candles are lighted just before the children go to the table. The candlesticks may be purchased at a toy store. It is an excellent idea to place some little

souvenir in the cake for each child, tiny china dogs, cats and goats being desirable for this purpose.

A candy house will also make a novel and attractive centerpiece for a children's party table. Build a log house of red and white sticks of candy, and form the roof of cocoanut strips. For a rail fence use sticks of chocolate candy or straws and make the grass of spun candy.

CHILDREN'S CHRISTMAS PARTY

There in the library stood the most perfect snow-man. He wore a fur cap and long white whiskers, and on the floor behind him lay his pack, which had just slipped off his back. He held a doll on one arm, and over the other was hung a line of tiny sleigh-bells. This snow Santa Claus was made of cotton batting, but he looked exactly like the snow-man in the yard, and the children greeted him with cries of delight. Two sticks, wrapped in many thicknesses of cotton to form the legs, had been nailed to a block of wood to make a foundation for this snow-man; the other parts of the body were made like snow-balls and sewed in their proper places.

Each child was allowed to throw a soft rubber ball twice in attempting to hit the string of bells which Santa held. Those who were successful were told to take some article out of the pack as a reward. Fancy cornucopias and small boxes filled with nuts and candy were found by the lucky contestants.

The children were then asked to guess the number of berries on a large piece of mistletoe which hung from one of the chandeliers. The one guessing nearest the correct

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number received a stickpin bearing a tiny enameled spray of mistletoe.

Then came old-fashioned romping games, after which a Christmas carol was sung and the children marched in to supper. A star-shaped table had been arranged for the occasion. In its center was a small but handsomely decorated tree. The refreshments consisted of turkey sandwiches, cocoa, lemon jelly with whipped cream, sponge cake, bonbons and nuts. The sponge cake was baked in small star-shaped pans, and ornamented with red and white icing.

In the parlor an immense snowball was hung from the chandelier. This had been made by fastening four barrel-hoops together so as to form a round frame, over which was sewed white cambric. Then the ball was covered with batting and sprinkled with diamond dust. A slit was made in one side, and each child put in his hand and drew out some article wrapped in tissue paper. These proved to be dolls, balls, and toys of all sorts. Some drew out tiny boxes inside of which were slips of paper with directions like these: "Look under the divan and you will find a steam-engine," "Look beside the radiator and you will find a doll's kitchen," etc.

In the dressing-room they were softly pelted with a mysterious shower of snowballs, which they endeavored to catch. The balls were packages of marshmallows wound loosely with white crêpe paper.

CHILDREN'S CHRISTMAS TABLEAUX

Build a cave-shaped box on a raised platform, drape inside and out with white muslin, fasten evergreen boughs about the entrance and at the back, draping all

of these with loose tufts of cotton like new-fallen snow, and sprinkling them with mica. Sprays of red berries can be introduced with splendid effect. White covered steps must lead up to the cave, about the mouth of which may be spread white fur rugs. Let the candles be fastened plentifully around the cave, but have the rest of the room very dimly lighted. In the cave arrange the gifts, wrapped and properly marked, being careful to have one for each person present. Dress a pretty, golden-haired little girl as a fairy, with wings and spangles to enter the cave and bring out the gifts, and a couple of little boys as imps or brownies to deliver them. Low music should be played in some concealed corner, with now and again a song or chorus by a band of children dressed as fairies. The presentation of the tableaux may either precede or follow the distribution of the gifts.

Boy BLUE.—A little boy in a blue suit stands on a pile of hay, side to the audience, with a tin trumpet to his lips. Piano music, "Little Boy Blue." If the song is sung softly, it is an addition.

Bo PEEP.—A little girl in a white gown, with a shepherd's crook, in pursuit of a woolly lamb on rollers, being drawn across the stage by an invisible string. She stands as if she were running, with one foot out behind her, while the lamb disappears and some one reads the rhyme:

"Little Bo Peep has lost her sheep
And can't tell where to find them;
Let them alone and they'll come home
And bring their tails behind them."

MISS MUFFET.—A little girl sits on Boy Blue's pile of hay, eating something from a saucer. A small boy steals up behind her, with an artificial spider on a string attached to a pole, which he slowly lowers into her plate. Appropriate music is played, and Miss Muffet screams as the curtain is drawn.

CINDERELLA.—A little girl, with torn calico dress and unkempt hair, stands at the right of the stage, her hands clasped and uplifted, smiling in wonder. Before her stands a very small boy in a smart military suit, with a white cotton wig on his head, indicating the coach in which she is to go to the ball. The coach may be a pumpkin hollowed into the proper shape, and drawn by a small dog harnessed to it with ribbons, or a go-cart, or baby carriage, drawn by a larger dog. Some one behind the scenes plays a waltz very softly. Plenty of red fire.

LITTLE JACK HORNER.—For this a boy with a mischievous face should be chosen. He sits on the floor in the center of the stage, with a huge pan covered with white paper between his feet. Some one behind the scenes reads the nursery rhyme:

Little Jack Horner
Sat in a corner,
Eating a Christmas pie;
He put in his thumb
And pulled out a plum,
And said: "What a great boy am I!"

Little Jack Horner, of course, suits the action to the words, pulling a prune, date or raisin out of a hole in

the paper pasted over the pan. He puts it in his mouth as the curtain is drawn.

FOLLOWING THE FLAG.—In one corner of the stage a tent is erected—a white sheet over a center pole. All the small boys who have military suits, drums, trumpets and muskets, stand about, and one in the very front holds the flag. In front of the tent, on a pile of hay, lies another small boy, in a military suit, with his eyes closed, and behind him stands a little girl in a big white apron, with the symbol of the red cross on her left arm. Music behind the scenes is either “Tenting on the Old Camp Ground,” or “The Star Spangled Banner,” and all the rest of the red fire is ignited. When it dies down, the curtain is drawn, the lights are turned up, and the pianist plays “Home, Sweet Home.”

CHILDREN'S EASTER PARTY

The little guests when they arrive will be made happy by giving them small baskets to hunt for the eggs which the mother has a few days before blown and colored and hidden all over the house.

In a room where there is a hardwood floor have little yellow chicks arranged as tenpins at one end and give the children each an egg and let them roll the eggs and see how many chicks they can knock down. While they are doing this take some of the eggs they have found, run ribbon through them and suspend in different lengths from a chandelier.

Among these suspended “eggshells” have Easter eggs filled with good things. You can buy the eggs, and fill some of them with candy and some with peanuts;

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put tiny dolls in some and small toys in others, so that no two eggs will be filled alike. Then blindfold one child at a time; give him a small cane and let him make one strike and see what he can bring down. It is a good idea to spread a sheet under the chandelier on the floor, so that the shells can be gathered up quickly. Then announce refreshments.

In the center of the supper-table upon a mound of smilax place a large rabbit on his haunches, and in his front paws an Easter egg. From this mound to each plate run a different-colored piece of ribbon, with a card attached. Upon the card have the child's name who sits at that place.

At one end of the table have an Easter cake with lily decorations, and at the other end place something that looks like a large white frosted cake, with one little downy chick in the center, and five or six in a row around the edge. This is not a cake but a baking-pan turned upside down, covered with white paper and frosted white.

Have all the refreshments upon the table—thin slices of bread and butter, sandwiches, nuts, tiny cups of chocolate, cake and ice-cream.

After all have finished eating and are ready to leave the table the little ones may be told that at the count of three they are to pull their ribbons, first removing Bunny from his nest to avoid breaking any dishes. Then every child will find attached to the ribbon an egg, the color of his or her ribbon, filled with candy or a small gift of some sort.

These eggs, a little yellow chick, and the baskets may be given to the children to carry home.

Easter Salad

A delicious and most attractive salad for Easter may be made by building a nest of narrow strips of cold boiled potatoes upon a few very crisp lettuce leaves. Fill the nest with eggs made of cream cheese rolled in grated yellow cheese. Serve on individual plates with a well-made mayonnaise dressing, and plain crackers, or thin slices of brown bread and butter.

Easter Gelatine

Pour gelatine flavored with unfermented grape juice into egg shells and set them upon the ice. When the jelly seems to be firm remove the shells, and you will have as many pretty clear violet eggs as you have had shells. Arrange them around a mould of Bavarian cream, and serve. Gelatine flavored with chocolate, orange or cranberry juice would make equally pretty eggs, and probably please the children better than the violet ones.

Easter Baskets of Dessert

Little baskets of puff paste were filled with yellow "eggs" made from a rich custard which had been thickened with corn-starch, cooked until stiff and poured into egg-shaped moulds. When cold the custard "eggs" were removed from the moulds, placed in the pastry baskets and surrounded with whipped cream, which was dotted with white grapes cut in half and the seeds removed. The effect was very pretty and the dessert delighted the eyes of the guests as well as their palates.

This dessert might be utilized for any other occasion by pouring the custard into different-shaped moulds and dotting the whipped cream with candied cherries or fresh berries.

CHILDREN'S GAMES

Paper bags are hung on a bough or between two posts, or if in the house, on a rope stretched tight. The bag is filled with candies or small gifts that do not break. The guests are placed in Indian file, each taking his turn to knock a bag with a light stick. The one who knocks off a bag is entitled to the contents but does not always get it. As soon as the contents of the bags fall to the ground a general scramble for them takes place.

Apple Game

Hang a row of apples on string, either in the house or out on the lawn, tie the hands behind the back, blindfold the children one at a time and have them try to eat the apples from the string. If the blindfold is too difficult, let them try it in bunches, with their bandages off. This is great fun.

Organ Grinder

All the little players are "monkeys" with the exception of the "grinder." Going to each one the "grinder" asks what its special trick is. One, perhaps, can make a bow and doff his cap, while another knows how to hold his cap to catch pennies. Each has an accomplishment which the "grinder" finds so valuable to him

that he decides to take all the "monkeys" with him on his travels. It is his intention to make use of several among them to amuse the various crowds that he draws about him, but as he tries each one he finds that it does not perform its part well. As he calls each one out he becomes enraged with it and cries: "You're a bad monkey! I'll shut you in my cellar!" and he at once claps them into it by leading them to a spot set apart as the cellar. The "monkeys" must not move from that place until the last one is brought there, when all run away. The "grinder" follows until he has caught one to take his place.

Blind Man's Buff

One of the players is blindfolded and tries to catch the others, who come tantalizingly near and dance about him with jest and shout and laughter.

Hide in Sight

One player hides some small thing such as a thimble in full sight, yet not in a prominent place, while his companions are absent from the room. When these return they hunt the article. As each discovers it, he quietly sits down somewhere so that no idea of the hiding place may be given to the others. The last to discover it must tell as a forfeit some ridiculous experience of his losing something and hunting for it.

Game of Fly

The players sit at a table with palms upon it, down, the leader cries that some animal flies. If the animal

does fly, the others lift their hands but not otherwise. The leader endeavors to entrap them into raising their hands at the wrong time and make them give a forfeit. The leader may cry "Doves fly!" "Parrots fly!" "Rabbits fly!" etc. When tired of flying, the players may swim.

Pass the Dime

A dime is passed back and forth around a circle of sitting players, who, however, make motions as if a dozen of dimes were passing; so that it is almost impossible for the guesser in the center to determine where the real dime is. When he thinks he has located it, he names the person. If right, he scores 10, if wrong he loses 5. He has five guesses.

Marbles

The old game of marbles, played every spring by boys, is so entertaining and so educative of eyes, nerves, muscles and judgment that it is a pity that other towns do not imitate that Western one where it is the fashionable game and where the livelong summer day groups of men are playing it all over the village. Women play it on tables, with a moulding placed about the edge. The game is so familiar that the rules will not be given here.

Bellwether

One of the number is chosen to act as Bellwether. He stands or sits in the center of the circle of players and makes any grimaces or performs any actions such

as pulling his hair, patting his cheeks, pinching his arms, tweaking his nose, mounting his chair, sitting or crouching on the floor, dancing a jig or a clog dance, etc., as he pleases. Whenever he says, "Thus does the bellwether" all must imitate him. But when he says "So does the bellwether" all remain passive. Whatever he does, he must accompany with one or the other of these two remarks. Forfeits are paid whenever any one makes a mistake or laughs.

Penny People

Penny People will amuse a party of children who are tired of active games and feel like sitting and being entertained in a new way. The only necessity for this game is soft pencils, sheets of plain white paper and a penny for each child. The game consists in laying a penny on a sheet of the drawing paper, drawing the coin's outline with a pencil, and then filling in the outline until it is a solid black circle. A number of these penny circles are then combined to form silhouette figures of interest to children, and the fun of the game consists in seeing which child will make a unique penny picture with the fewest penny circles used in its construction.

Penny Brownies

Penny Brownies are very realistic and very easy to make. One circle forms the head, two more the body, two each the legs and two the arms. The addition of a pointed cap makes the Brownie quite "true to life." Most ferocious animals can be made by clever combina-

tions of penny circles, for the circles may overlap if necessary, and this kind of penny fun will fill an hour with engrossing occupation.

Penny Hunt

Penny Hunt is a little folks' game that will delight a group of children who are having a party on the lawn. As many pennies are provided as there are children playing the game, and they are hidden under big stones, at the base of trees or anywhere else that Mother can hide them and still be able to find them. As soon as a child finds a penny, it is to keep, and he seats himself, giving some other child a chance to hunt. The last few players will have a more difficult time than the others to find pennies, which will add to the interest of the game. If the pennies are numbered, and a record is kept, where they are hidden, the last hunter may be helped so he will not feel embarrassed by coming in too far behind the others at the end of the game. This can also be played in the house.

Gumdrop Race

Pair off guests and bring in a plate of gumdrops. A gumdrop for each pair of contestants. String a thread through the center of each gumdrop, this thread extending a yard on each side. Have two of the contestants stand up. One end of the thread is taken in the mouth of one, the other end by the other, and at a given signal they begin to chew vigorously on the string, seeking to take it up or collect it in the mouth. Do not allow the use of the hands. The first to reach the gumdrop is the winner.

Children's Tom Thumb Entertainment

For a children's party try the following device:

Place four chairs in one end of the room and throw over them a large blanket or shawl to cover them completely down to the floor. Have some one double up his hands into fists, and on the back of the hands, with a piece of charcoal, paint eyes, nose and mouth, and on one of them paint a moustache. Put dolls' dresses on the arms, reaching down to the elbows. Put hoods or caps on the hands. Let the person thus prepared crawl in between the chairs, and resting the elbows on the floor, hold his forearms perpendicular, so that the backs of the hands will be facing the audience. All the rest of the person's body should be concealed, of course, under the shawl. Call these two little people Tom Thumb and his wife. Have some one for their manager, who should stand in front of the chairs and tell them what to do. The manager should explain why Tom has a dress on. He can have them perform a number of clever tricks, such as bowing to the audience, kissing each other, pushing each other, etc. They can answer questions in a little, fine voice, or say, "How do you do?" It will be found that this entertainment will please the little folks immensely.

Breaking the Ice

The most awkward part of a social is the hour when the guests are arriving, before the opportune moment comes to put into operation the plans which have been laid for the evening's entertainment. It is the time when those who are shy or unacquainted will slip off

into corners whence they cannot be drawn out, despite the efforts of the most cordial of social committees, and the only way out of the difficulty seems to be to get all the people out of their seats and moving around. With this in view it is well to marshal all present into a "circle march"; the women forming the inner circle, the men the outer. The pianist plays some simple march and all march around. Suddenly the music stops and each man steps forward and marches to the resumed music with the lady ahead of him. After about five minutes of marching the music ceases and every one will be found provided with a partner for conversation.

CHILDREN'S SOUVENIRS

Souvenirs at a children's party should be very inexpensive. Candy put up in some pretty form is the most suitable thing that can be given. The dainty Japanese confections that may be purchased at any large store where Oriental goods are sold are novelties, and always please the little people.

It is always a great pleasure to children to have something to take home with them from a party, and very inexpensive souvenirs will give happiness quite out of proportion to their value. Japanese trifles make pretty gifts, little boxes, bags or baskets filled with candy. Tiny kites are appropriate for boys, and fans for girls. Japanese dolls may be dressed with the lower part of the skirt prolonged into a bag and filled with candy. Only candy of the simplest kind should be used.

Candy boxes in various fanciful forms, as banjos, drums, tambourines, watering-pots, pails, caps, helmets,

fish, etc., may be purchased from any dealer in such wares. They are also made in the shape of birds and animals, as peacocks, canaries, turtles, alligators and elephants. Hollow oranges and apples, fruit baskets, with realistic cherries, grapes, etc., on top, and room for candy underneath, are very pretty. If these are thought too expensive ornamented cornucopias to hold bonbons may be procured at various prices, beginning at fifteen cents a dozen. Mottoes containing paper hats and caps may be procured as cheaply as ten cents a dozen, and a package of these, holding as many as the child is years old, tied with the birthday color, makes a dainty souvenir. Little cradles filled with candy and ornamented with bows are also appropriate gifts.

A SOUVENIR PUDDING.—A common wash-tub, filled with bran or sawdust, will make a nice pudding for a child's party by putting the souvenirs in a layer in the bottom of the tub, then a layer of sawdust, then more presents, and so on until the tub is filled. Have a large wooden spoon and let each child make a dive with the spoon until he gets one souvenir. This will please the little ones.

CHILDREN'S VALENTINE PARTY

From sheets of pink and creamy tinted paper, cut the requisite number of hearts—two for each invitation—and form into envelopes by pasting a pink heart and a creamy tinted one together along the edges, except at the large end, which must be left open to hold the written invitation. On a slightly smaller heart of thinner paper, write the following doggerel:

“ From half-past six to half-past nine,
I pray you to be guest of mine.
With Valentine, their patron Saint,
Sure all good lovers are acquaint;
So in his honor kindly spend
A pleasant evening with a friend.”

Slip this in the envelope formed by the two hearts, having first glued to the indentation at the larger end of the small heart a loop of baby ribbon by which to pull it out. On the white side of the envelope write the name and address; on the pink side, an older sister may draw cunning little Cupids, or hearts transfixed with little arrows.

Cut from pink paper as many hearts as there are to be boys, but no two of these hearts must be of the same size; cut from gilt paper the same number of hearts, one for each girl, matching in size those cut from the pink paper.

When the guests arrive, give each boy a pink and each girl a gilt heart. When a boy finds the girl who holds a gilt heart matching in size his pink one, they are partners for the evening. In this search all formality will have worn off.

Cupid’s Darts will pass a jolly half hour. Make a large heart of several layers of pink tissue paper, and fill it loosely with bonbons; encase this in a slightly larger heart of open-meshed bobinet; hang on the wall on one side of the room by two loops sewed to the large, upper part of the heart. Provide a toy bow and arrow, and let each child in turn shoot at the heart. The arrows will remain sticking in the lace and paper, and the one

whose arrow comes nearest the center receives the first prize—a heart-shaped box of candy.

Also provide small heart-shaped boxes filled with candies for each child to take home.

For refreshments, make sandwiches from heart-shaped pieces of bread cut with a cake-cutter; bake the cakes in heart-shaped tins, and have the ices frozen in the same design.

As red and pink are the proper colors for decoration on this day, it will be a pretty idea to have the lemonade colored pink with fruit juice.

Pretty favors can be made from crêpe tissue-paper. Flowers, bonbon boxes, handkerchief-cases, and many another trifle, will please the young folks, more especially if they are the work of their little hostess's own hands.

CHURCH BAZAAR SUGGESTIONS

FOR AN ORANGE GROVE.—Evergreen trees should be procured and placed about the hall to make it resemble a grove. The oranges may be made of a wad of cotton, inclosing a trinket, covered with orange-colored tissue paper. Hang them on the trees and let each purchaser select the one he wants, paying a nominal sum for it.

Other attractions may be a booth where real oranges may be bought; a well from which orangeade is dispensed; a booth for articles of fancy-work made in shades of orange, and one for orange-flavored cakes and candies.

The booths should, of course, be draped in orange color, relieved by touches of white, the attendants' cos-

tumes being of the same shade. Orange blossoms, made of tissue paper, will add daintiness to the decorations.

An unoccupied house is a most convenient place to hold a fair. Each room may be devoted to some special attraction; one for the supper, one for the evening's entertainment, one for the fortune-teller, and so on. This idea is admirable for an affair of the nations, devoting one room to each country and its characteristics.

Seats should be provided in the grove where the visitors may be refreshed with orange ice, or orange gelatine and cake at a moderate price.

If there is a small room adjoining the hall in which the fair is held it may be fitted up to represent a tropical scene. This would be the place to sell rubber plants, palms, ferns, etc. Long clusters of bananas hung amid the foliage will make the scene more realistic.

A tulip bed is one of the prettiest ways of hiding surprise packages. A portion of the floor should be marked off in a square and enclosed with boards one foot high, painted green. Fill this bed with sawdust and plant paper tulips in all colors. Have a package tied to the end of each tulip, making the flower stand firm when planted. Each purchaser pulls any flower he chooses.

Although brown seems a sombre color for a fair booth, it may really be used most effectively. Have the booth made oblong with a counter across the front

and have each end covered with brown crêpe paper with frilled edges; have also a brown curtain below the counter, hanging to the floor. Have the roof, and the posts supporting it, covered with the russet leaves of the chestnut-tree, while around the roof a fringe of chestnut burrs is hung. At one end of the booth serve hot chocolate with whipped cream; at the other have all kinds of nuts on sale; and in front have a display of chocolate and nut cakes and candies. In arranging for any sort of church entertainment remember that elaborate accessories are not of so much importance as the display of cleverness in the carrying out of the ideas which form the basis of the entertainment.

COBWEB SOCIABLE

First, wind strings all over the house before the arrival of the company. Suspend a rope diagonally across one corner of the room, over which the ends of the strings can hang, each one numbered: Numbers are to be given each one of the guests, and each is to hunt the string that has his number on it. A sheet can be hung across this end of the room hiding everything from view until time for winding. Have some games ready to play for the amusement of guests until all have arrived. As soon as all the company gathers, the sheet can be removed and all commence hunting their numbers at once. They are told to go wherever the string leads, but they may not succeed as the strings should be through key-holes, under beds, out of doors, around the house, in the windows, and every place where they can be put.

COLLEGE PARTY

Decorations

In planning the college party a room should be selected that will lend itself to decorating. The aim is to have the room look as much like a college student's as possible. Pictures and pennants may be prominently displayed and couches and chairs piled high with sofa cushions, while scattered about in the corners should be tennis rackets, baseball bats, gloves, footballs, etc. The following party was given in the home of a college girl and proved a great success.

Invitations

The following invitations were crazily printed on stiff tinted paper, decorated with tiny palettes, brush-filled, realistically and artistically daubed with bright-colored oil paints, or perhaps sporting a sketch of an ink bottle and quill pen.

“ You are invited to attend a college course complete in one evening at Good-Time College. Enroll early and get a stand-in with the profs. College located at corner of First and Main.”

The home of the hostess had been made gay with college posters and pennants, and cushions of every conceivable size and shape filled the corners. A table, serving as a Registration Desk, stood in the hallway, and every newcomer was required to enter his name upon the records. A bulletin-board near by bore announcements, local jokes, poems, and so forth, attracting much amused attention and serving to break the first “ ice ”

of the evening, always the bane of any gathering. The hostess herself, very staid and proper in a black cambric cap and gown of home-made manufacture, worn over a white dress, stood ready to greet her guests. To each she handed the following schedule of classes for the day's program of the College students.

Geography, Room Five
Physiology, Room Six
Zoölogy, Room Two
Astronomy, Room Seven
Physical Culture, Gym.
Spelling, Assembly
Glee Club Practise, Assembly

Next, partners were assigned, and each couple given a "quiz" book. First came a Geography lesson in Buried Places.

1. The heroine cried, "*Can Tony swim the lake?*" (Canton)
2. "*Why dwell on Donald's faults?*" she asked. (London)
3. *Hurry, Mary, land that fish!* (Maryland)
4. *Oh I only wanted one of the pears!* (Ohio)
5. *Johnny, put your wheel in the barn.* (Wheeling)
6. "*Selling at par*" is a stock market phrase. (Paris)
7. The chestnut *burr lingers* on the tree long after the leaves fall. (Berlin)
8. *Nero, men say, was mad when he watched Rome burn.* (Rome)

9. Did *Florie* dance with you last evening? (Florida)
10. When you reach the *brook*, linger a moment. (Brooklyn)

Physiology

Next came the class in Physiology, with the following questions to be answered:

1. Of what part of the body is the egoist fond? The eye. (I)
2. What part of the body is part of a tree? Limb.
3. What represents the physician's task? Heels. (heals)
4. The card-player's necessity? Hand.
5. Used in music? (Spinal) cord. (chord)
6. The lot of the slave? Lashes.
7. Part of a shoe? Tongue.
8. To tell which way the wind blows? Veins. (vanes)
9. An important article in the hardware trade? Nails.
10. Said to be the seat of the male affections? Stomach.

The class in Zoölogy took up the important subject of the domestic pet for its quarter-hour period, propounding the following:

Cat Guessing Contest

What cat means a fall of water?	Cataract
What cat grazes on the hillside?	Cattle
What cat means a list of things?	Catalogue
What cat means a deluge?	Cataclysm

What cat means a great calamity?	Catastrophe
What cat means a part of a ship?	Cathead
What cat means a fish?	Catfish
What cat means a seize?	Catch
What cat means a spicy dish?	Catsup
What cat means a worm?	Caterpillar
What cat means questions and answers?	Catechism
What cat means a cave for burial?	Catacomb
What cat means a disease?	Catarrh
What cat means a wine?	Catawba
What cat means contagious?	Catching
What cat means to question?	Catechise
What cat means a division?	Category
What cat means to provide food?	Cater
What cat means a church?	Cathedral
What cat means a religious sect?	Catholic
What cat means mountains in New York?	Catskill
What cat means a flower?	Cattail

Astronomy

During the Astronomy period, the class spent its time in identifying the "stars" of the stage and moving-picture world, pictures of whom were pinned on the wall. For the Physical Culture period the guests repaired to the attic—illuminated by Japanese lanterns. Here mock races with peanuts, potatoes, and so forth were held, and various gymnastic stunts, the familiar tests of strength and quick-wittedness. Such a program may be as extended as the company desires.

Spelling

When every one tired of this, the hostess led the

way downstairs again to the big living-room, where everybody joined in an old-fashioned spelling-bee. Phonetic spelling was the order of the day at this particular party and caused a great deal of fun, even the expert spellers being unexpectedly trapped.

Glee Club

After the last man had been "spelled down" all the young folks gathered about the piano to join in singing college airs and popular songs—the "Glee Club Practise" scheduled on the program.

College Opening Menu

Commencement

(Chicken Salad)

Languages (Cold Tongue)	Botany (Lettuce Sandwiches)
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Mathematics

(Nuts to crack)

History (Dates)	Geology (Rock Candy)
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Astronomy

(Star-shaped cakes)

Chemistry (Water)	Forestry (Toothpicks)
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Initiation

(Ice-cream)

After Exams (Chocolate)	'At the game (Favors)
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Madam Lark

All of the old college songs were sung, and as a special feature on the program it was announced that Madam Lark, world's famous soloist, would sing—some girl with a good voice to appear as Madam Lark.

Conundrum Tea

1. A survivor of the flood (Ham).
2. Woman of grit (sandwich).
3. Cattle in a railroad disaster (dried beef).
4. Impertinence (apple "sass").
5. Spring's offering (water).
6. For old maids and bachelors (pickles).
7. Tabby's party (cat sup).
8. Boston's overthrow (tea).
9. What all people need (bread and butter).
10. New England brains (baked beans).
11. Young man's sweetheart (honey).
12. An unruly member (tongue).
13. Sahara (dessert).
14. Tree cake (cocoanut cake).

EXTRAS

15. Love's symbol (doughnuts).
16. What I do when I mash my finger (ice-cream).
17. A mass of types (pie).

Note.—Each society can use their own judgment about the price to be charged. A certain amount may be charged for the entire supper, or each article may have a price affixed, such as two cents, four cents, three cents, and so forth.

COOK BOOK SALE

Every lady in the church was asked to make, from sheets of brown wrapping paper, ten paper books of uniform size, four and one-half by six inches, sewing them to confine the leaves. The paper was two cents a sheet, and five sheets would make the ten books.

In each book, clear and explicit written directions for ten of the best miscellaneous recipes that she used in cooking were to be contributed by each one, the same recipes to be in the ten books furnished, and signed by the one contributing them.

The ten recipes included one soup, one salad, one made-over dish, one cake recipe, one cooky recipe, two muffin or gem recipes, and three dessert recipes.

One week was allowed for this work, then the books were sent where the sale was to take place. There were five hundred books in all, fifty ladies having responded to the request.

In the meantime, invitations had been sent to the members of the other two churches in the town, and to the summer visitors, and the vestry-rooms were crowded the evening of the sale.

The books were offered for sale at five cents each, and in less than an hour all were sold, those contributed by housekeepers famous for their cooking being in great demand, while all were of more or less interest in a town where every one is well known.

After the sale of the recipes, the real sport of the entertainment began. Each lady who contributed recipes also brought a sample of cake made from the cake recipe she had given. These samples were of all sizes,

wrapped in waxed paper and tagged with the maker's name. They were auctioned off without being undone, the name attached to the tag being read by the auctioneer, and much merriment was occasioned by the witty, bright way in which he drew attention not only to the cake, but to the one who made it.

If desired, such an auction sale may be held without the cook book sale preceding, whole and cut cakes, cookies, doughnuts, etc., being used. As the cakes are wrapped and no one knows what he is buying, much amusement results.

COOKY SOCIABLE

Cut paper into pieces the shape and size of a cooky. Write a proverb on each one, then cut each paper cooky into two parts, each in a different manner, so that no two cookies will be cut alike. One set of halves is to be given to the ladies, and the other to the gentlemen. Each person present then proceeds to match the half cooky he has; when found, the proverb should read correctly. The couple who match halves eat refreshments together. It is very nice to have some one play a march on the piano while the matched partners form in line two by two and march to the supper-room. For refreshments serve all kinds, shapes, and sizes of cookies with coffee or lemonade.

CORN-HUSKING BEE

Late in October, when the corn has matured and been stacked in the barn, the following informal invita-

tions may be sent out to all the neighboring young people:

*You are cordially invited
to a Corn Husking to be held in
Martin Mattice's Barn
On the evening of October the thirty-first
at eight o'clock.*

Previous to the evening mentioned the ears of corn are stripped from the stalks and formed into two huge piles upon the barn floor. Lanterns should be hung here and there from the beams to give the necessary light, and stools provided for the workers. The company, on arrival, is divided equally, one half being assigned to one pile, the other half to pile number two, and the contest begins, each division striving to finish its pile first. The husks must be entirely removed from each ear, and whoever first discloses to view a red ear is considered especially fortunate, as the first red ear shown is supposed to bring good luck to its possessor.

After all the ears have been husked the winner of the red ear is escorted in state to the house, where a warm fire (always an open one, if possible) and a supper are waiting.

Corn Supper

Decorate the walls of the room in which the supper is to be served with as much green as can be procured at this season of the year. Procure a dozen pumpkins, remove the pulp, cutting a hole at the top of the shell;

cut also four stars in the sides of each pumpkin, cover with light yellow paper and place candles inside. These lanterns, being set in various convenient spots about the room and lighted just before the supper is served, shed a corn-colored glow over the room. In the center of the table arrange a vase filled with any late autumn yellow flowers—dahlias, chrysanthemums or marigolds; place candles at each end of the table screened by yellow crêpe paper shades. The refreshments may consist of egg and lemon-butter sandwiches, corn bread, chicken salad, sponge cake, gold cake, lemon ice-cream and lemon water ice, cup custards, honey in the comb, lemonade and coffee.

EASTER EGG PARTY

Invitations

We'll eggs-pect you at our eggs-ellent Easter Party, at the eggs-act time and place eggs-plained below.

We will eggs-aust every eggs-perience to eggs-ercise the eggs-change of eggs-ellent ideas, for an eggs-ellent time.

We'll eggs-pect you to eggs-ercise your good judgment, when to eggs-it, at eggs-actly the right time.

Decorations

The room or rooms where the party is held should be decorated with egg shells, small chicks and yellow decorations. By saving the shells when eggs are used, enough can be secured to decorate with. Open carefully at each end, blow the contents out, and the shell will remain whole. These can be strung on white thread,

which will not be noticed, and the eggs suspended from the ceiling and walls. After the eggs are strung on the thread, tie at the bottom with yellow ribbon, or make a bow of yellow crêpe paper, which is much cheaper. The crêpe paper may be secured from the ten cent store, and cut into strips, and it goes far toward the decorations. The little yellow artificial chicks may also be secured at the ten cent store.

Table Nest Centerpiece

A large nest can be made by taking a large round hat box lid for a foundation, covered with yellow paper. Inside the lid, build a nest from soda fountain straws, line with moss and twigs, and from between the straws, have tiny little fluffy chicks peeping out all around. Fill the nest with colored eggs and little chicks, and all over the white table cover, scatter little chicks by pinning their feet to the cloth with small pins, also small candy Easter eggs. From the chandelier to the four corners of the table suspend streamers of yellow crêpe paper.

Matching Partners for Egg Contest

As the guests arrive pin on them the answers to the contest following, and in that way they will become more familiar with the answers. Make two of each one, and pin one on the lady and one on the gentleman, and they will then match partners for the contest. After partners are matched, give each couple a copy of the contest and a pencil, for guessing.

Egg Contest

What eggs burst?	Eggs-plode
What eggs make clear?	Eggs-planation
What eggs atone for?	Eggs-piate
What eggs travel?	Eggs-pedition
What eggs drain out?	Eggs-aust
What eggs are athletic?	Eggs-ercise
What eggs are bartered?	Eggs-change
What eggs are very great?	Eggs-ceedingly
What eggs are unusual?	Eggs-ceptional
What eggs are too many?	Eggs-cess
What eggs are models?	Eggs-ample
What eggs are debarred?	Eggs-clude
What eggs go out?	Eggs-it
What eggs live?	Eggs-ist
What eggs are wide?	Eggs-panse
What eggs are banished?	Eggs-ile
What eggs hasten?	Eggs-pedite
What eggs have a title?	Eggs-cellency
What eggs are unquiet?	Eggs-citable
What eggs make allowance?	Eggs-cuse

Easter Egg Hunt

Small candy eggs should be hidden all about the rooms, before the guests arrive, and when partners are matching at a given signal, each couple is sent to hunt eggs. They should be provided with small fancy baskets, which they are allowed to take home, with the eggs they have gathered, for souvenirs of the occasion. The baskets are purchased very reasonable by the dozen.

Egg Refreshments

The refreshments can conform to the spirit of the evening, by having the committee wear caps and little aprons made from the yellow crêpe paper, and serve on paper plates, with paper napkins with Easter designs on. The little punch glasses could have narrow yellow paper tied to the handles.

Egg shaped sandwiches

Egg Lemonade

Pickled eggs

Small candy eggs.

Age Contest

A poor immigrant's age	Steerage
A brave man's age	Courage
A nobleman's age	Peerage
An old man's age	Dotage
The age of slavery	Bondage
The age that bought a birthright	Pottage
The age of Uncle Sam's revenues	Postage
The age for which women are struggling	Manage
The age for the board of health	Garbage
The age of the mint	Coinage
A lonely man's age	Hermitage
A real estate dealer's age	Mortgage
The gardener's age	Cabbage
The President's age	Message
An age of war	Forage
A butcher's age	Sausage
What age is used for a preacher?	Parsonage
What age are we forbidden to worship?	Image
What age do most people desire?	Homage
Age most people look forward to	Marriage

EASTER LUNCHEON

Of course, silver and glassware must be sparkling, and the white cloth spotless, or, if one wishes, luncheon scarfs and mats or doilies are equally popular, and a highly polished table is a bit less formal than the regular dinner cloth. A centerpiece of gold cloth or of any yellow silken material is effective—the edges may be quickly overcast by heavy rope silk in long and short stitch. A bunch of Easter lily sprays in a bowl or gold and white vase crown the whole. If one can arrange to have the china gold and white it is very pretty; but every hostess must consult her own china store and plan accordingly.

Napkins stiffly folded at each place can hold an artificial lily, which carries in its heart a tiny candy box. These lilies can be bought at some caterer's or made at home very easily. Stiff wire—yet not so stiff as not to bend in any desired shape—can form the skeleton. The stem is made of five wires woven together, green paper being twisted over them and at the top; each separate wire is bent out to form a foundation for each white petal, made of white crêpe paper, easily shaped and pasted in place. A little practice will show the amateur that this is not at all difficult. A pill box covered with gold paper can be pressed down in the heart of the lily, the top being covered with stamens made of gold paper shredded and twisted.

Lilies of the same type, only larger with larger boxes having no covers, can form the bonbon boxes. These must be even more conventional, as they have no stems, resting directly on the table.

When the luncheon is over and the guests have left the dining-room for the drawing-room, a new edition of the old cobweb game makes merry fun and is arranged as follows: A huge flower-pot is placed on the center of the table, in which are planted some artificial lilies to carry out the idea, and under the flower-pot are gathered the ends of many strings, each one of which must be appropriated by a guest. These strings cross and intercross about furniture and corners of course, and give opportunities for many tête-à-têtes. Here and there some little verses may be tied if it is wished to add fun to the quest.

FEAST OF SEVEN TABLES

This feast if well planned and carried out is most pleasing in its results. There are seven tables. These tables are set in white, with centerpieces and other decorations to carry out the color scheme. Have first table near the door, and others arranged according to the menu, which can be changed to suit the seasons. It is necessary to have two sets of waiters, the first to clear away, and the second to furnish fresh supplies. All must dress to harmonize with the colors of their tables. Serve food in small quantities and in small dishes. At the ringing of a bell seven guests are seated at the first table. At the expiration of seven minutes, the bell again rings, and those at the first table pass to the second table, and seven other guests are permitted to enter the room, and to be seated at the first table. Here is where the waiters will have to hurry and reset the tables. At the close of every seven minutes the bell rings, signaling

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all to pass up one table. Seven persons pass out every seven minutes, and forty-nine are fed in as many minutes. A novel idea is to charge seven cents on entering the dining-room, seven cents when through at the last table, and seven cents as they pass out the door, making twenty-one cents for each guest. Or seven cents at each of the seven tables. They will not object after they are through with the menu at the seven tables.

Decorations and Menu for Seven Tables

<i>Decorations</i>	<i>Menu</i>
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White Table

White Centerpiece	Shredded Potatoes
White Dishes	White Bread and Butter
White Napkins	
White Flowers	Cold Roast Pork
	Milk

Brown Table

Brown Centerpiece	Brown Bread and Butter
Brown Dishes	
Doilies Worked in Brown	Brown Coffee
Brown Leaves Pressed	Boston Baked Beans
	Brown Pickles

Green Table

Green Bordered Centerpiece	Wafers Tied With Green Ribbon
Green Flowered Dishes	Lettuce
Green Paper Napkins	Olives
Green Foliage	Green Tea
	Pickles

Red Table

Old Fashioned Red Table Cloth	Red Cake Cranberry Sauce
Red Flowered Dishes	Wafers Tied With Red
Red Napkins	Ribbon
Red Flowers	

Orange Table

Orange Bordered Center-piece	Orange Wafers Sliced Oranges
Orange Paper Napkins	Orange Cake
Orange Colored Flowers	

Yellow Table

Yellow Centerpiece	Lemon Pie
Yellow Figured Dishes	Cheese
Yellow Paper Napkins	Lemonade
Yellow Flowers	

Pink Table

Pink Bordered Centerpiece	Pink Cakes
Pink Flowered Dishes	Pink Popcorn
Pink Paper Napkins	Pink Candies
Pink Flowers	
Pink Carnation for Each Guest	

Seven Days in One

This fair can be planned by any society that wishes to raise money and is willing to work to earn it.

Monday

Have a booth with everything pertaining to wash-day

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—wash aprons, clothes-pin aprons, clothes-pin bags, wash-tubs, boilers, wash-boards, clothes-lines, clothes-pins, soaps, washing-powder, bluing, clothes-baskets, etc.

Tuesday

Have everything a housewife wants for ironing day—ironing-boards, irons, stands, holders, home-made holders, fine starch, bees' wax, ironing-board slips, polishing irons, etc.

Wednesday

Wednesday's booth should have everything for mending day, such as needle-books, stocking-bags, buttons, button-bags, pincushions, papers of pins, needles, thread, darning needles, darning-cotton, darning-balls, etc.

Thursday

Make Thursday the reception day, arranging this booth as a reception hall, with a good, live committee in attendance. Have a book for the guests to register their names and addresses (for future use). Serve ice-cream, cake, lemonade and candy. Introduce strangers and appoint a special committee to look after the backward ones.

Friday

Let this booth be suggestive of sweeping day. Have plenty of dust caps, dust bags, dusting cloths, brushes, brooms, dust-pans, dusters, large colored aprons (which sell readily), etc.

Saturday

Let this booth be a regular bakery. Have your friends bake various things for you to sell, and have on sale all such articles as will sell readily, such as pies, cakes, cookies, doughnuts, bread, baked beans, etc.

Sunday

Have Sunday the crowning day of all. Arrange to have a piano or organ at this booth, and secure a full choir or quartet to sing the sacred songs; have solos, duets, instrumental music and an orchestra if possible. Have sacred readings and make the time spent here an hour of sacred enjoyment.

If something extra is wanted let the singers dress in old time costumes and sing the old sacred songs with an organ accompaniment.

FLORAL LOVE STORY

1. The girl's name and the color of her hair (Marigold).
2. The color of her eyes (violet).
3. Her brother's name and an adjective that just describes her (Sweet William).
4. Her brother's favorite musical instrument (trumpet).
5. At what time did he awaken his father with it (four o'clock).
6. With what did his father punish him (goldenrod).

7. What did the boy do (balsam).
8. What office in the Presbyterian Church did her father fill (elder).
9. Being a farmer, what was his occupation in spring (plantain).
10. Her lover's name and what he wrote it with (jonquil).
11. What, being single, he often lost (bachelor's buttons).
12. What confectionery he took to her (peppermint).
13. What he did when he proposed (aster).
14. What ghastly trophy did he lay at her feet (bleeding heart).
15. What did she give him in return (heartsease).
16. What did she say to him (Johnny-jump-up).
17. What flower did he cultivate (tulips).
18. To whom did she refer him (poppy).
19. What minister married them (Jack-in-the-pulpit).
20. What was wished with regard to their happiness (live-forever).
21. When he went away, what did she say to him (forget-me-not).
22. With what did she punish her children (lady's-slipper).
23. What hallowed their last years (sweet peas).

FLOWER BAZAAR

Six booths, if properly planned, will mean a small but picturesque bazaar. Five of these booths may

represent flowers, and many of the articles sold from them may be made at home by members of the society which the sale is designed to aid.

Drape the Lily booth in white, decorate it with Easter lilies and light it with fairy lamps with white shades. Little novelties for Easter gifts may be sold here—the pretty trifles which are easily made.

The Violet booth may be almost self-decorative if Easter cards and dainty booklets bearing the flower are displayed. Many choice bits of verse and short paragraphs of uplifting thought may be found in the religious publications of to-day, and if these are carefully mounted on white cards and tied with violet ribbon to a bunch of the fresh flowers they will make the most cheering of Easter messages. Provision should be made at the booth for the cards to be autographed with the names of the senders.

The Tulip booth may be the gayest of the gay, and there the children should find Easter eggs in all colors of the rainbow. The booth should be lighted with gay lanterns. Those in charge should appear in Oriental costumes.

The choice of decorations for the Pansy booth is a wide one. Light green would make a good background to set off the bowls of different colored blossoms adorning the table. At this booth flower seeds, bulbs and plants of all kinds might be on sale. Seedlings are always ready sellers.

A booth which would prove very popular with housewives would be the one where Daffodils are in evidence, and there the egg delicacies for Easter menus might be on sale: stuffed eggs, pickled eggs, egg salad, custards,

and angel and sponge cakes. Over this booth place a large yellow umbrella, fringed with daffodils. On a card fastened to the handle have the familiar quotation:

“Daffodils,
That come before the swallow dares.”

Butterflies fluttering over the Candy booth, as if attracted by the sweets there, will induce others to come for the same sweets. The butterflies may be made of crêpe paper and suspended above the booth by invisible wires; the vibration of the air will make them appear very real. The little maid who presides should be gowned to represent a butterfly.

Care should be taken that the attendants at the different booths are dressed in colors to harmonize with the decorative scheme.

FLOWER GUESSING CONTEST

1. My first wears my second on her foot. (Lady's-slipper)
2. A Roman numeral. (IV-Ivy)
3. The hour before my English cousin's tea. (Four-o'clock)
4. Good marketing. (Butter and eggs)
5. A gay young man and a ferocious animal. (Dandelion)
6. My first is often sought for my second. (Marigold)
7. A young man's farewell to his sweetheart. (Forget-me-not)

8. Her reply to him. (Sweet William)
9. The gentler sex of the Friend persuasion.
(Quaker ladies)
10. Its own doctor. (Self-heal)
11. My first is as sharp as needles, my second is as soft as down. (Thistledown)
12. My first is a country in Asia, my second is the name of a prominent New York family. (China Aster)
13. My first is the name of a bird; my second is worn by cavalrymen. (Larkspur)
14. A church official. (Elder)
15. A very precise lady. (Primrose)
16. A tattered songster. (Ragged Robin)
17. My first is sly but cannot wear my second.
(Foxglove)
18. The color of a horse. (Sorrel)
19. A craze in Holland in the seventeenth century.
(Tulip)
20. My first is an implement of war, my second is a place where money is coined. (Spearmint)
21. A disrespectful name for a physician. (Dock)
22. Fragrant letters. (Sweet peas)
23. My first is a white wood, my second is the name of a yellow Rhenish wine. (Hollyhock)
24. What the father said to the son in the morning.
(Johnny-jump-up)
25. My first is a facial expression of pleasure, my second a woodsmen's means of livelihood. (Smilax)
26. An animal of the jungle is my first, my second is the name of a tall, fair lady. (Tiger Lily)
27. My first is made in a dairy but is seldom served in my second. (Buttercup)

28. My first wears my second on his head. (Cox-comb)
29. A close companion. (Stick-tight)
30. A fashionable shade for evening dress. (Heliotrope)

FLOWER LUNCHEONS

DAISY LUNCHEON.—Just before luncheon the hostess may crown each guest with a wreath, which she has prepared by tying the blossoms on circles of fine wire.

In the center of the luncheon-table have a large bunch of blossoms and also a few scattered carelessly over the table. Trim the edge of the table with a chain of daisies, looped up here and there. At each corner have a large bow of ribbon, either white or of three colors, yellow, green and white.

Serve only light refreshments. Yellow and white ices served together would be pretty. By all means have your cakes cooked in patty-pans. Ice the little cakes with chocolate, and on top of each have a life-size daisy. Any amateur can make this decoration successfully. Boil your icing thick and squeeze it through a small funnel made of thick writing-paper in order to make the long, narrow, white petals of a daisy. Reserve a small portion of the icing and tint it bright yellow for the centers. The effect will be quite pretty.

After refreshments are served supply each guest with a sheet of paper and a tiny pencil with a ribbon bow at the end (these pencils can be purchased for a cent apiece). Announce that the guest who draws the most natural daisy will be awarded a prize. Distribute the

blossoms for models. Pin all of the papers upon the wall and let the guests decide which is the most lifelike flower. Award a pretty book to the one who succeeds best and a booklet of pressed flowers to the second best.

BUTTERCUP LUNCHEON.—A very effective arrangement of buttercups for a luncheon is here suggested. It must be remembered that this flower closes at night and therefore is not suitable for an evening decoration. In the center of the table arrange a circle of large rock ferns, and in the circle thus made place an inverted round pudding-dish, surrounding it with a large wreath of buttercups. Place the wreath so that half of each fern leaf will project beyond the buttercups. On the pudding-dish, the sides of which are hidden by the wreath, place a fern-dish full of growing ferns, and almost hidden among them a green glass vase filled with buttercups and grasses. This same idea may be carried out with daisies.

OX-EYED DAISIES may be used for a luncheon-table decoration very effectively. In the center of a round table, arranged to seat eight people, place a mound of daisies and mountain ferns and have a rope of daisies running from each plate to the center. The ends of the ropes may be hidden in the mound.

VIOLET LUNCHEON.—In the center of a table stand a large cut-glass bowl on a violet embroidered centerpiece. Fill this bowl with smilax and pink carnations. In the center of the bowl place a tall green glass vase and make it secure by passing four lengths of ribbon crossed over the top of it, fastening the ends on the edge of the centerpiece with little bows. In the green vase place eight bunches of violets. From each bouquet

run violet baby-ribbons ending in a little bow at each place. This will make a number of ribbons resembling a May-pole. After the luncheon each guest may unfasten the little bow at her place, give the ribbon a jerk, and draw a bunch of violets. The ribbons passing over the top of the vase will hold the vase firmly in place.

APPLE-BLOSSOM LUNCHEON.—For this use blossoms which are but half blown. Place branches of them in glass bottles full of water and fasten with wires to the backs of the pictures in the dining-room. The buffet should be covered with great branches put in tall cut-glass vases and low silver bowls; the mantel banked, and in the corners of the room tall Japanese jars filled with great spraying branches. In the center of the table may be placed a vase filled with pure white cherry blossoms. The candlesticks should be shaded with white and silver. Back of a screen at each end of the room a lamp may be set to give a brilliant light to the flowers on the wall, without the glare of the lamp being visible.

PANSY LUNCHEON.—A pretty and an original way to decorate a table with pansies when one has quantities of these flowers is to place in the center of the table upon a glass salver an old-fashioned glass fruit-bowl on a pedestal. Fill the fruit-bowl and salver with white corn meal which has been well soaked in cold water, and in this insert the pansy stems. They should be placed as thickly as possible. Around the outer edge of the salver have a border of maidenhair fern. An oblong glass dish arranged in a similar manner may be placed at each end of the table. If desired little dishes arranged in the same way may also be used.

RAINY-DAY LUNCHEON.—This is certainly an original idea. Place an old umbrella frame vertically in a fernery and twist smilax around the frame and down each spoke. At the base of the fernery make a bed of violets as large around in circumference as the umbrella. At the luncheon hour hide a small lump of ice in the smilax at the end of each spoke, allowing it to melt and drip on the violets. This makes a pretty decoration for a luncheon, particularly if wild violets can be procured.

FLOWER PARTY

When the guests have assembled, each one is given a tiny flower-pot. These are easily made out of red paper—a long strip and a round, with the aid of the mucilage pot. In these tiny pots the following list of flowers to be guessed is tucked away:

Make These Hidden Flowers Sprout

1. An amiable man. (Sweet William)
2. The pulse of the business world. (Stocks)
3. A title for the sun. (Morning-glory)
4. A bird and a riding accessory. (Larkspur)
5. A pillar of a building and a syllable that rhymes with dine. (Columbine)
6. A flower between mountains. (Lily of the valley)
7. A farewell sentiment. (Forget-me-not)
8. A dude and an animal. (Dandelion)
9. A part of the day. (Four-o'clock)
10. The result of Cupid's arrows. (Bleeding heart)

11. The place for a kiss. (Tulips)
12. A yellow stick. (Golden-rod)
13. A product of the dairy and a drinking utensil.
(Buttercup)
14. One of the Four Hundred. (Aster)
15. What Cinderella should have advertised for.
(Lady's-slipper)
16. A wild animal and a bit of outdoor wearing apparel. (Foxglove)

The list of answers is of course kept in hand by the hostess. When the first part of the game has been played and the answers verified, a continuation of the fun is a contest of all as to who can write the best verse containing in any way whatever all the above flowers. Judges must be appointed, and, of course, prizes awarded for the verse contest as well as for the guessing game. This last contest may be omitted, if wished, but it adds fun and calls forth much ingenuity and cleverness. The prizes might be little potted plants, so many of which grace the florists' windows; these for the women, and scarf-pins in the shape of flowers for the men.

To select partners for refreshments, give to each lady a flower of a different variety; if it is impossible to secure a sufficient quantity of natural blossoms, paper ones will do quite as well, and these may be made at home. To the gentlemen hand cards bearing quotations referring to some flower, but inserting a blank where the name occurs. Each gentleman may claim his partner when he finds the flower that fits his verse.

The following are a few suggestive quotations:

“A (violet) by a mossy stone
Half hidden from the eye.”

“As the (sunflower) turns on her god when he sets
The same look which she turn’d when he rose.”

“Gather ye (rosebuds) while ye may,
Old Time is still a-flying.”

“And there is (pansies); that’s for thoughts.”

“Pale fear oppress’d the drooping maid —
And on her cheek the (rose) began to fade.”

“And the blue (gentian-flower), that, in the breeze,
Nods lonely, of her beauteous race the last.”

For the supper have a salad served in little paper boxes decorated with strips of pink tissue paper cut either in narrow slashes like the chrysanthemum petals, or in broader ones to represent the rose. Ices can be obtained in many flower forms, and if to these be added real stems and leaves, the service will be as dainty and attractive as possible.

GAME OF NATIONS

Provide each guest with a list of questions, with spaces left for the answers. The answers consist of words ending in “N-A-T-I-O-N.” Here are the questions and the answers:

BRIGHT IDEAS FOR ENTERTAINING 117

1. A popular flower.	1. Carnation.
2. Unruliness.	2. Insubordination.
3. A gift for charitable purposes.	3. Donation.
4. The installation of a king.	4. Coronation.
5. Resolution, or "grit."	5. Determination.
6. The murder of an eminent person.	6. Assassination.
7. Fancy, or mental representations.	7. Imagination.
8. Making anything clear.	8. Explanation.
9. A small surgical operation legally enforced.	9. Vaccination.
10. The giving up of an office.	10. Resignation.
11. A joining or putting together.	11. Combination.
12. The choosing of a candidate.	12. Nomination.

The prizes should then be awarded. A pretty silk banner will be acceptable to a man, while a big bunch of red and white carnations tied with a blue ribbon, or a pound of confectionery in a box decorated with flags and other patriotic emblems will make a pretty gift for a lady.

GEOGRAPHICAL GAME

Seat the players in a ring. Let the first one say aloud the name of a city, mountain, river, lake, etc., located in any part of the world; the next player give a name beginning with the final letter of the previously said name, and the third supply one beginning with the

final letter of the second, and so on around the ring. Thus: America, Athens, Santiago, Ohio. Each player is allowed thirty seconds in which to think. If, by the end of that time, he has failed to supply a name, he must drop out of the game. The one who keeps up longest is the champion. Any player, at any time, may be challenged to give the geographical location of the place he has named. If, on demand, he cannot do so he must pay a forfeit.

GIRLS' NAMES CONTEST

1. What an army would do if it found a river too deep to ford. (Bridget)
2. An admirable quality in a young woman. (Grace)
3. The most prominent of Easter flowers. (Lily)
4. The time for violets. (May)
5. A gem. (Pearl)
6. What papa does with the baby. (Carrie)
7. How to write a postscript. (Adaline)
8. The flower of June. (Rose)
9. What a scissors-grinder and a locomotive have in common. (Belle)
10. A virtue. (Patience)
11. An article. (Ann)
12. First steps in music. (Dora [do-re])
13. Two consecutive letters of the alphabet in transposed order. (Effie [F-E])
14. The night before. (Eve)
15. A little valley. (Adelle)

The slips are to be collected and the one having the

greatest number of correct answers may be rewarded with some inexpensive souvenir.

GOLF LUNCHEON

When our golfing enthusiast desires to entertain her golfing friends, she cannot do better than bid them to a luncheon set to the key-note of their favorite sport.

Naturally, the table decorations will be red and green—deep red roses or scarlet geraniums laid in flat bunches upon the “fair field” of snowy cloth and encircling the dishes, caught together by “links” of smilax. Perhaps, too, pale green candles, beneath ruby-hued shades, might still further carry out the scheme of color.

The table may be arranged with a “putting green” in the center made of a square of sponge cake frosted with pistachio. A little hole should be cut in the center. Miniature caddie bags made of red satin and filled with red geraniums and ferns are pretty decorations. A little golf ball for the “putting green” can be made by covering a preserved cherry with white icing. “Bunkers” can be made across the corners of the table by using fine wire netting. At each place a small caddie bag can hold the knives, forks, and spoons of the service, and in the bottom of the bag can be placed a “Jackson ball”—one of those hard, striped red and white, old-fashioned candies.

The bread sticks and cheese straws should be fashioned like golfing sticks, and the ices be in the form of balls, small and white. Lastly, with the coffee and bonbons, are passed souvenir cards on which are daintily

painted bags of golfing implements, heads of pretty girls in outing hats, or bits of rural landscape.

Golf Players' Guessing Contest

1. A coachman. (Driver)
2. An oriental herb. (Tee)
3. A receptacle for the herb. (Caddie)
4. What an impudent fellow is apt to be. (Brassie)
5. A rustic expression for aimless working. (Put-
ter)
6. A bazaar, and a color. (Fair-green)
7. The point of a pen and a lap of the tongue.
(Niblic)
8. To crush and two letters. (Mashie)
9. A chance. (Hazard)
10. A large social function. (Ball)
11. A definite and an indefinite number. (Foursome)
12. Parts of a chain. (Links)
13. A bed and to mistake. (Bunker)
14. Number twenty. (Score)
15. Little pits. (Holes)

The two who, within a given time, answer the most of these fifteen questions should be rewarded with appropriate prizes, as one of the handy little score books to be slipped upon the belt, containing the official score; a picture of the typical golf girl; or some volume on the popular and fascinating game.

HALLOWE'EN GAMES

Have a card and a candle for each guest, the candles in as many different colors as possible, and one corner

of each card turned down and tied with baby ribbon—one color for ladies, and another for gentlemen. On the cards have couplets written foretelling future events, such as:

Who gets the candle colored red
Will have long life, but never wed.

If you choose the candle green
You'll have the prettiest wife e'er seen.

For you the kind fates have a plan
Whereby you surely *will* get a man.

Let each guest take a card and a candle (if the base of the candle is warmed it will stick to the card), read the couplet aloud, then light the candle, and holding it at arm's length blow it out. If it is blown out upon the first trial the person will be married within a year; if upon the second trial, within two years, etc.

Write rhymes of four or six lines on thin paper, and place in chestnut shells. Tie together with ribbon, the ladies' in one color, the gentlemen's in another. If there are personal hits in the rhymes, tie the name of the person for whom each one is intended on the outside of the shell.

Hide a ring, a thimble and a penny in the room. To the one who finds the ring speedy marriage is assured; the thimble denotes a life of single blessedness; the penny promises wealth.

Have one of the young ladies who knows a little palmistry be the witch of the evening. A short, bright-

hued skirt, a gay plaid shawl crossed over her shoulders, a scarf bound about her head, will make a very striking costume, and, with the aid of a little paint and powder, quite an effective disguise. If she is enough acquainted with the guests to give some personal history she can produce some very "telling" fortunes.

After the witch has exhausted her ingenuity as palmist, let her offer to disclose the name of the future bride or groom of each one present, by means of the fairy mirror. The room she uses should be dimly lighted. She writes the name on a mirror with French chalk, rubs it off lightly with a silk handkerchief, and calls in the person for whom the name is written.

Prepare a basket of rosy cheeked apples, each with the initials of a name pricked in the skin, which names must be used in counting the apple seeds.

After the supper table has been cleared of all except the decorations and candles, have a large dish filled with burning alcohol and salt brought in and placed in the center. Seated around this ghostly fire, all other lights except the candles having been extinguished, let the guests tell stirring stories rigmarole fashion; that is, some one starting the story and stopping short at its most exciting point and letting his neighbor continue it, etc., each one trying to make it as interesting as possible.

HALLOWE'EN PARTY

All formality must be dispensed with on Hallowe'en. Not only will quaint customs and mystic tricks be in order, but the decorations and refreshments, and even

the place of meeting, must be as strange and mystifying as possible.

For the country or suburban home a roomy barn is decidedly the best accommodation that can be provided. If this is not practicable, a large attic, running the entire length of the house, is the next choice; but if this also is denied the ambitious hostess, let the kitchen be the place of meeting and of mystery, with the dining-room, cleared of its usual furniture and decorated suitably for the occasion, reserved for the refreshments.

The light should be supplied only by Jack-o'-lanterns hung here and there about the kitchen, with candles in the dining-room.

The decorations need not be expensive to be charming, no matter how large the room. Large vases of ferns and chrysanthemums and umbrella stands of fluffy grasses will be desirable; but if these cannot be readily obtained, quantities of gayly tinted autumn leaves will be quite as appropriate. Festoons of nuts, bunches of wheat or oats, and strings of cranberries may also help to brighten the wall decorations, and the nuts and cranberries will be useful in many odd arrangements for ornamenting the refreshment table.

Have the table long enough (even if it must be extended with boards the whole length of the barn or attic) to accommodate all the guests at once. Arrange huge platters of gingerbread at each corner, with dishes of plain candies and nuts here and there, and pyramids of fruit that will be quickly demolished when the guests are grouped about the table. No formal waiting will be desirable.

HALLOWE'EN SPOOKEM'S MYSTERY**Invitations**

Come one, come all, but don't you fall,
 'Way down into our cellar
 We've found a charm to keep off harm
 But you better bring your feller.
 On a certain night, when the moon shines bright,
 Please join the Spookem's band
 Go to the back door, look under the floor,
 And just hold out your hand.

Time

Place

Date

Decorate the Cellar Way

At the entrance on the cellar door two jolly scarecrows welcome the arriving guests, and the decorations of corn shocks, pumpkins, and autumn leaves help to put one at once into the spirit of the evening's fun. Doors and windows may be converted into transparencies by covering them with yellow tissue and pasting on cut-out ghosts, with Jack-o'-lanterns pursuing witches.

Decorate the Cellar

Hang the walls with alternating sheets of black and orange crêpe paper cut in long, uneven fringe; turn the tops of the sheets of paper over wires and sew or paste, stringing the wires across from hooks or picture moldings or tacks. String the wires a few inches out from the walls so the fringe of paper will sway in the breeze. Run one or two wires across the ceiling, fastening the

ends on hooks, and drape over them black crêpe paper or black cheese-cloth, tacking the material a few times, but letting it sag and drape like the roof of a cave. Electric fans may be turned on and off to make the walls and ceiling sway. The hot air fans used by a hair dresser are wonderful for this, as they blow a mysterious hot breath on every one who passes them. Cover the floor with gray autumn leaves, drifted and banked ankle high in spots, so the breeze blows them crackling about and the feet stir them. Make roundish frames of light-weight wire for all lights and cover with orange crêpe paper, making pumpkin face features.

The Old Witch and Her Pot

Three large brooms can be used by fastening together with wire and having a large pot or kettle hung in the middle like the one used on the table. This pot should be hung in one corner of the room, with two white sheets hung up in front, and the "old witch" can be one of the girls on the social committee who should be dressed in a long, black robe and black false face, with a black pointed hat made of paper. Any kind of a black cloth or cover would do to wrap around her. She should tell some joke on each one who patronizes her, and cause fun for the guests.

To Find Partners for Spookem

Half the joy in a Spookem party is one's partner, but one must be content with the lad or lass provided by the fates. Here are some good ways to pair off. Use different colored ribbons, or even strings will do.

Seat the boys on one side of a door that has a transom and the girls on the other. If the boys kneel it is better. Then at a given signal each maid throws her end of the ribbon over the transom, holding tight to the end in her hand. The boys are to catch and hold the first end they touch ; the door will be opened and mates found.

Spookem's Tale

The old game of stage-coach may be adapted to a ghost story. Let the witch tell the following tale, giving out the words in italics to those in the circle. When these words are mentioned, the person to whom each word has been given must act out the part assigned to him or her.

One dark stormy night in October, a stage-coach rumbled along a country road. In it a *timid young girl* (sob) bounced up and down on the hard cushions and gazed frightened out into the darkness. Suddenly the coach stopped. In stepped an *old, old woman* (cracked laugh). From under one arm peered a *large black cat* (meow) ; around the other twined a *long black snake* (hiss). “Hoity, toity, a *timid young girl* traveling to-night,” she exclaimed with a hideous grin. “Let me tell your fortune, my pretty dear,” and toward the *timid young girl* stretched a bony arm, while the *large black cat* arched his back and growled, the *long black snake* watched with beady eyes.

“No, no,” cried the *timid young girl*, shrinking into the corner, her pretty hands behind her back. At that moment, the door was violently opened and in rushed a *tall man* (groan) in a long rain cloak. His face was hidden by a drooping hat, but his voice was low and

pleasant, as he said "Allow me," and sat between the *old, old woman* and the *timid young girl*. "Allow me," said the witch, and three times pointed her bony finger at the two. A *dog* (howl) howled from under the seat; the *large black cat* yowled again; the *long black snake* hissed; on the window sill a *black raven* (caw-caw) lighted and croaked most dismally; into the coach flew *four black bats* (whir-r-r) and beat their wings in the face of the *timid young girl*, while in each window space appeared the grotesque pumpkin face of a *Bogie man* (Boo!).

Nearer to the *old, old woman* bent the *tall young man*, fixed on her two startling black eyes and pushed back his hat. With a terrified shriek, she sprang through the door, followed by her *large black cat*, howling *dog*, *long black snake*, *four black bats*, and the *black raven*. In the coach the *timid young girl* had fainted, for the face under the broad hat was the ghastly countenance of a Hallowe'en ghost (All noises together).

Spookem's Ghost Walk

For the Spookem's Ghost Walk, which is next, stretch a sheet of orange cambric over a doorway, place a strong light behind it, and dividing the players in half, give part of them pencils and booklets. The other half must walk behind the screen, casting a shadow which may be disguised by queer posturing or gestures. The lights are dimmed in the room where the guessers sit, and they write the names of each ghost as it passes. If no one can guess a ghost the hostess cries, "Halt, ghost, and count three." This the ghost does, disguis-

ing the voice. The players now exchange places with the guessers, and the performance is repeated.

Spookem Fortunes

Use three saucers. Place sugar in one, salt in another and lemon juice in the third. To the blindfolded person who touches sugar, fate decrees sweetness in his life; if he touches salt, long life and good health will be his portion; if lemon juice then all his life's romance will end in sourness. Another version: Place milk in one saucer, water in the second, and leave the third empty. If the blindfolded person touches the milk, he will marry a wealthy woman (or man); if water, he or she will marry a poor woman (or man); if he touches the empty saucer, then he is doomed to single blessedness.

Spookem's Mystery Menu

Bewitching Mixture (Fruit Cocktail)	Descriptive Darkness (Celery)
Heart's Desire (Olives)	Everybody Else (Nuts)
American Beauty Well Supported (Spring Chicken on Toast)	Irish Charm (Potatoes)
Congealed Mystery (Vegetable Salad in Aspic)	Identical Comrades (June Peas)
Down With The Colors (Pink and Green Ice-cream)	United We Stand (Layer Cake)
Destiny's Draught (Coffee)	Sweet Remembrances (Mints)

HALLOWE'EN SUGGESTIONS

Have mirrors everywhere: big mirrors, medium-sized mirrors, and little, wee mirrors, all reflecting and multiplying countless candles that burn in candlesticks of every description (most novel are those made from long-necked gourds and tiny squashes).

Across the top and down the sides of each doorway hang festoons of yellow and white corn and turn the husks back to show the firm, glistening kernels. Each window can be garlanded in like manner as well as the tops of mantels and picture frames. Clusters of red ears may depend from the chandeliers. Here and there, in the most unexpected corners, can be placed Jack-o'-lanterns, smiling or gnashing their teeth, amid great shocks of corn. The great hall and stairway can be draped with fish-nets through the meshes of which are thrust many ears of corn. A stately Jack must point the guests up the stairs where two other individuals will usher them to the dressing-rooms.

Drape one doorway with a portière of apples—apples strung on strings of varying lengths. As the guests pass through, the tallest stoop for those suspended on the longest strings and the shortest reach for those on the short strings. Those who succeed in throwing three tiny apples through the horseshoe, which is hung in the midst of these apples, are assured of phenomenal luck for the ensuing year.

In another doorway hang a big pear-shaped pumpkin, on whose shining surface all the letters of the alphabet have been burned with a hot poker. Keep this rapidly twirling while the guests, in turn, try to stab

some letter with long meat-skewers. The letter that is hit will establish beyond question the initial letter of one's fate.

Place in a tub of water red, yellow and green apples. Provide each guest with a toy bow and arrow. The young man or maiden who succeeds in firing an arrow into a red apple will be assured of good health; plenty of money is in store for those shooting arrows into yellow ones; and good luck is in store for those hitting the green ones.

Blindfold each girl present and, presenting her with a wand, lead her to a table on which have been placed flags of the different men's colleges. The flag her wand happens to touch will indicate the college of her future husband.

Browning nuts, popping corn, roasting apples, and toasting marshmallows will add a great deal to the pleasure of the evening.

The dining-table should be draped in pale green crêpe paper, the lights above being shrouded in gorgeous orange. Pumpkins of various sizes should be scooped and scraped to a hollow shell and, lined with waxed paper and filled with good things to eat, should be placed in the center of the table. Lighted candles and quaint Oriental lanterns add to the decorations.

The menu should include bannocks, scones, and other Scotch dainties. If desired, droning bagpipes might accompany the feast.

After listening to ghostly tales related by white-draped figures, the guests may receive all sorts of amusing souvenirs from a large pumpkin placed on a table at the door.

HIDDEN PARTY

Invitations

Hidden around the rooms you'll find
Something to test a busy mind.
A Hidden Party it's going to be
If you don't believe it, come and see

are the words on an invitation to a "Hidden Party."

So the guests begin to wonder what is going to happen when they arrive at their destination. Hidden in the parlor in every conceivable place, is a game which the hostess says are questions having in them Hidden Musical Instruments, and the guests are to find them and write the answers down on a card she provides for them.

Matching Partners

As the guests arrive, pin on them the answers to the contest, and in that way they will become more familiar with the answers. Make two of each one, and pin one on the man, and one on the girl, and they will then match partners for the contest. After partners are matched, give each couple a pencil and paper to write their answers on.

Hidden Musical Instruments

Can the Chinaman do linen suits up nicely? Mandolin.

He called the boy that knocked the typewriter *pi*, an old idiot. Piano.

He drinks whiskey and rum and other intoxicating drinks. Key.

The thornless roses are the best to cultivate. Horn.

He sings bass violently, rather than artistically. Bass Viol.

He called that an urban joke he just made. Banjo.

The laborers are divided into companies or gangs. Organ.

She fluted all her ruffles on wash-day. Flute.

Notice the rich tropic coloring of the vegetation. Piccolo.

Hi there, soldier, salute your superior. Lute.

Hidden Dinner Menu

Next in the dining-room is the game of Hidden Dinner Menu, and after all have recorded their guesses the hostess serves any of the menu as provided.

SOUP

Capital of Portugal—
An imitation reptile—

Pea
Mock Turtle

FISH

The largest part of Sambo's feet—
An express label—

Sole
Cod

GAME

A Universal crown—
Portion of a mountain range—

Hare
Partridge

ROAST MEAT

A genial English author—
A country of the Crescent—

Lamb
Turkey

BOILED MEAT

One of Noah's sons—	Ham
Woman's best weapon—	Tongue

VEGETABLES

To steal mildly—	Cabbage
Complete upsets—	Turnips

RELISHES

Pertaining to regions underground—	Celery
Elevated felines—	Catsup

PUDDINGS

The mantle of winter—	Snow
What the lawyer says to his clients—	Suet

PIES

To walk in an affected manner—	Mince
A relative of the dairyman—	Pumpkin

FRUIT

The historian's delight—	Dates
Water in motion—	Currants

Then in the library, the hostess says are hidden little slips of paper on which are Hidden Insects, and the guests proceed the same way to find them and record their answers, after they match partners with the name of the insects.

Hidden Insects

Katy did her drawing very well. *Katydid.*
His best literary work was of *lyric* poetry. *Fly.*
This hero achieved what seemed impossible. *Roach.*

Either Sarah or Nettie may go if you take the car.

Hornet.

Hello: Custard again for tea? Locust.
I was at the mill ere the sun was up. Miller.
Amos quit only when the sun had set. Mosquito.
I did not know aspen leaves were so large. Wasp.
In the attic, rickety tables and chairs are stored.

Cricket.

Hidden Prizes

The prizes are hidden all over the rooms, and are small inexpensive articles, but the fun is in hunting for them. These are hidden in the rooms, and the guests who win the prizes are allowed to rummage through the rooms until the hidden articles are found.

Hidden Vegetables

Around the town *pump, kin* folks and friends gathered to hear Tom tell of his travels. *Tom* at once began the yarn to *spin*. "Ach," said an old German, "be an honest boy." "I hope always to be," replied Tom, and proceeded with his narrative.

"After I had ordered my *cab, bag, etc.*, I started on my trip and soon found myself on Ionion shores. We had not gone far, however, when we found the wheels of our *car* rotted off; but the driver said to a boy near by, 'Bring me a *brad*, I shall soon fix it,' but I decided it would be more safe to travel by boat, where I knew nothing but a leak could harm me. We had a pleasant voyage around the shores of Greece, where I heard much of *Jupiter, Saturn, Iphigenia*, and other

mythical beings. I could not distinguish the various styles of architecture and continually asked, ‘Is this *Don C or not?*’ In Egypt I sighed for a flesh *pot at our hotel*, as the meals were poor. At a dinner I gave a start, I choked and found I had almost swallowed a *beetle*.” With this, company dispersed, and Tom’s story was ended.

Hidden Stones

The stone at the top of the arch. Keystone.

The stone that is full of small holes. Pumicestone.

The stone that will sharpen a sickle or scythe. Whetstone.

The stone that points straight to the poles. Lode-stone.

The stone that is green and sprinkled with red. Bloodstone.

The stone that by footsteps is pressed. Flagstone.

The stone one of five that is played in a game. Jack-stone.

The stone that is used as a test. Touchstone.

The stone that gives words that are sweet to the ear. Blarneystone.

The stone that falls down from the skies. Meteoric-stone.

That stone that is laid with a speech or a song. Cornerstone.

The stone often sculptured “Here Lies.” Gravestone.

The stone that is known as a great legal light. Gladstone.

The stone that is good for cold feet. Soapstone.

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The stone of a roughly paved street. Cobblestone.
The stone of a fruit that is round and is small.
Cherrystone.

HOUSE PARTY

Invitations

Invitations are sent out inviting people to come to House Party as follows:

A party is given at our country House
Where people don't have to be still as a mouse.
On the date below, we will show our guests through,
Great fun we will have, and some house-contests too.

Name of hostess Date Address

Table Decorations

A tiny moving van may be the table centerpiece, a toy wheelbarrow holding bonbons standing on each side of it. The favors may be little buckets filled with candy.

Parts of a House

1. Rays of the sun.	Beams
2. Belonging to the first woman.	Eaves
3. Joyous and an animal feared by man and woman.	Gable
4. A grain and frozen water.	Cornice
5. Prettily saucy.	Arch
6. A famous San Francisco boss.	Reuf (roof)
7. One who propels a raft.	Rafter
8. What a rude person does in public.	Stairs

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9.	Last part of what a lover does.	A-dores
10.	A portion of ancient Greece.	Attic(a)
11.	Fills a cotton manufacturing and a letter.	Lintel
12.	What the farmer decided to do when he had one cow too many.	Cellar

Material of a House

1.	What was thrown at Steven.	Stone
2.	Worn for a pain in the back.	Plaster
3.	A body of water and what a per- son intended.	Cement
4.	Used in school to write upon.	Slate
5.	Slang term for a good fellow.	Brick
6.	What one does at a boarding house.	Boards
7.	Horny scales of the body.	Nails
8.	Glued and an exclamation.	Stucco
9.	Organ of opinion.	Paper
10.	A hat.	Tile

Kitchen Utensils

1.	What a good workman has and to rent.	Skillet
2.	A poet of the South and a dog of low degree.	Poker
3.	What a drowning man does.	Sink
4.	Football field.	Gridiron
5.	Branching.	Fork
6.	To roll balls.	Bowl
7.	A repulsive insect.	Spider
8.	Lovers.	Spoons

9. Sign of illness.	Pail
10. What curious people do.	Pump
11. Impudence and a vessel.	Saucepan
12. A system of mountains.	Range
13. An old musical instrument.	Pipe
14. Member of a baseball team.	Pitcher
15. Raises a dust.	Broom
16. The second holds the first.	Dustpan

House Furniture

1. To rub rough substances together.	Grate
2. Blown by the storm.	Buffet
3. A conveyance, a pronoun, and a thin dress material.	Cabinet
4. Old method of executions.	Hangings
5. Data classified.	Tables
6. A conveyance, and a little favorite.	Carpet
7. A dog and a number.	Curtain
8. Part of a flower garden.	Bed
9. A department of government.	Bureau
10. An ancient people of Great Britain, and a pronoun.	Pictures

House-drawing

Another interesting and entertaining game for a house-warming, is house-drawing. The guests try to sketch the exterior of the house and also, after they have been shown over the interior, to draw the plans of the different floors.

The plans can be hung on the wall for all to see.

"House Building" Game

All are seated in a circle around the room. One person takes the part of the Builder, the others are workmen, such as stone masons, bricklayers, carpenters, plasterers, plumbers, electricians, architects, gas men and so forth.

The Builder stands in the center, and tells the story of his troubles in building the house. As each occupation is named, that player rises and gives an excuse why his work was not done.

The Builder goes on with the story, and when he uses the term "Builder," as he frequently does in referring to himself, all present rise and bow to him.

When he says "I moved in," all rise and scramble for chairs, the Builder scrambling with the rest. The player left without a chair takes the part of the Builder.

No one is allowed to take the chair next to him, but must try to cross the room and get a chair. This is a merry, lively game.

INDOOR LAWN PARTY

Our social committee, of which I was then chairman, wanted very much to have a lawn party; but the season for such things was quite over, as the evenings were too cool. However, a bright idea occurred to one of our number, and we decided to have an indoor lawn party.

The Saturday afternoon before it was to take place, four of the committee took a team, went out into the woods, and secured a lot of pine boughs, autumn leaves, etc., and Monday evening, which was the evening be-

fore it occurred, we increased our force of workers, and went to the vestry to turn it, as far as possible, into an outdoor scene. We trimmed the chandeliers, posts, and every available spot with boughs, strung Japanese lanterns all across the room, made a beautiful bower in one corner for the orchestra, for which we had three pieces, a piano, a violin, and a cornet. In the opposite corner of the room we had a canvas tent where fortunes were told at five cents each (by palmistry) by one of our young lady gypsies. Hammocks were swung from the large stone posts, and a standing double swing was placed on one side of the room, where the younger people enjoyed themselves hugely.

Small tables were put into odd corners of the room, where ice-cream and cake were served by ten young ladies in pretty summer costumes. Lemonade was served from an old well, which was a large square box or packing case, covered with canvas, painted to represent a stone wall. To this we attached a well-sweep made from a branch of a tree, tied on a large new tin pail, and served the lemonade in small glasses at two cents a glass. During the evening we had a male quartette gather around the well and sing "The Old Oaken Bucket," and other selections. The orchestra played the whole evening with very short intermissions. On one side of the room was arranged an artistic corner where peanuts were sold at the usual price of five cents a bag.

JACK-O'-LANTERN PARTY

The little guests at this particular party were invited from three o'clock until seven, and when they ar-

rived they found the rooms were darkened. The lamps had yellow shades, and as such an occasion would not be complete without pumpkin Jack-o'-lanterns, there were

“Pumpkins large and pumpkins small,
Pumpkins short and pumpkins tall,
Pumpkins yellow and pumpkins green,
Pumpkins dull and those with sheen.”

They hung in every nook and corner. Even the jardinières filled with flowers were made of them. Wood was crackling and blazing in the large fireplace, as if anxious to do its part to make every one happy, and hanging from the chandelier was a branch of evergreen, with nuts suspended in such a fashion that they readily fell to the floor when given a slight shake. Before this was done, however, each child was given a paper bag to hold the nuts, which tumbled in all directions. Then a huge pasteboard pumpkin covered with yellow crinkled paper was brought in. I do not know what else it was made of; I only know that it looked like a real pumpkin. Bright-colored ribbons hung over the sides, and when the small boys and girls took turns in pulling them, out came all sorts of comical little toys and pretty knick-knacks.

Before supper was announced the children were given French snappers in fringed paper, in which they found either a gay cap or apron. After putting them on they marched around the parlor, out into the hall and into the dining-room, while the mother of the little girl who had planned this delightful Hallowe'en party played a marching tune for them.

The greatest surprise of all awaited them in the dining-room, for the walls were covered with large branches of evergreens, making it seem like "real woods"; not a chair was in the room; the little ones were invited to seat themselves on soft cushions placed on the floor, in true picnic style, and they had the jolliest time eating their picnic supper from the yellowest of yellow gourds, which had been hollowed out, lined with Japanese napkins, and filled with just the things children like best. On top of each one was an apple—or at least they thought it was, until taking it in their hands, when it proved to be a bonbon box filled with delicious nut candy. Then there were dainty sandwiches, pop corn balls and salad in orange baskets. But better than these were the gingerbread animals; these were so natural looking that the little ones knew right away which animals were represented.

After supper they played games until seven, when they went home, laden with their bags of nuts and toys and souvenir lanterns.

JAPANESE TEA PARTY

Invitations

Come join us soon in a Japanese Tea,

A very fine one this is going to be,

Sweet Japanese girls will hover near you,

And see that you're served with something quite new.
You'll eat "rice and rats" and other queer things.

We'll be merry and glad, for the money it brings.
Put on your best smile, and come right along.

The date is below, so we'll look for you strong.

Japanese Decorations

The committee should try to make this affair as attractive as possible, and should all appear in Japanese costumes, which are easily arranged from flowered kimonos and fans. In the center of the room where the Tea is held, fix up a table with a large Japanese umbrella over it, and it can be used as a serving table. Have a paper Japanese lunch set on it and any Japanese ornaments possible.

All around this center table, place small tables with small Japanese ornaments and umbrellas in the center, and Japanese paper napkins at each plate. Use Japanese dishes if possible to be secured, and Japanese lanterns everywhere. This arrangement will look like a Japanese garden. A small Japanese gong could be used to call order. Japanese scarfs, flags, cushions and other Japanese novelties will add to the decorations.

Japanese Refreshments

The "rice and rats" are served as follows. Cook plain rice until tender, turn out in cups or moulds, and when ready to serve, place a small "candy rat" on top as an ornament (also to be eaten). Serve the rice with cream and sugar, and rice wafers. Also have Japanese tea, served in Japanese cups, with Japanese wafers.

Japanese rice puffs should be served also, and are made as follows:

Rice Puffs

Beat two tablespoons of prepared flour with the yolks of two eggs and two tablespoons of granulated

sugar; add the rice by forkfuls, working it in gradually, and use vanilla extract or grated lemon rind for flavoring.

If it is not thick enough barely to glide from the spoon, add more flour. Taking up only a teaspoonful of butter at a time, drop it deftly into deep fat boiling blue. Unless it puffs up instantly the fat is not sufficiently hot. Putting in only three or four at a time, and none larger than a teaspoonful, guards against chilling the fat, and the puffs brown rapidly. Lifting them out with a wire spoon drain them on paper a moment, then dust them with powdered sugar.

Japanese Iced Rice

Is made as follows, and can be used for dessert. Cook rice until tender, and put through a sieve, add cooked raisins, and rich boiled custard. Freeze and serve in Japanese cups with a tiny Japanese flag stuck in the center, to be taken as a souvenir.

Japanese Corner

Seats in a Japanese corner may easily be arranged of boxes with portières thrown over them. Numerous cushions may be piled on these improvised couches and on the floor. A Japanese parasol may be hung in the corner, tilting forward to form a canopy, and the walls be hung with bead curtains. The odor from burning joss sticks will contribute to the realness of the affair. Japanese lanterns should hang about the room.

Japanese Stories

The guests should be informed beforehand that each

one is to tell something or read something about Japan, any little item of interest that may have been heard or read, a pretty poem or a little story. The hostess and whoever assists her in receiving should wear kimonos and have tiny fans in their hair.

Japanese Prizes

After the stories have been told tiny bits of paper and pencils may be passed and each one present should write down the name of the one who did best according to her opinion. A Japanese cup and saucer are presented to the one who receives the most votes.

Japanese Laundry

This Japanese Laundry can be used like the old fashioned "grab bag." Have a space in one corner of the room, with a Japanese umbrella over it, which will prove an attraction to children and adults alike. Five and ten cent packages (solicited beforehand by members of the committee) are given out in exchange for checks covered with Japanese hieroglyphics. These checks are bought at a table and presented at the laundry, and in return, a package is given out that resembles a laundry bundle, but when opened, there are found Japanese trifles to take home.

A boy could be dressed to represent a Japanese Laundry Man.

Japanese English

Here's some more English as a Japanese writes it. A Boston paper says the following letter was sent to the telephone company there:

Gentlemen:—I now take the steps to inform you that I have no prosperity at present time with the restaurant which I keep so much take cheaper rate phone.

My nearly by neighbor has got a phone also which is a nickel kind. I like to get the phone as him but another one.

I make two requesteds of the recent dates for to have sent up a man to do as above required but nobody show up to do it for me and further I wait all last week expect for him to come but not. Here I also complain against operator on my fone is very bad, she say hello what number you want and I say the number and she say questions after questions again for the same number and call skidoo, skidoo every time I make requests for numbers, I wish you to please kindly make a step to prevent some more as this. Please sent up a man as before requests and do much to get service what is possible and I am obliged

Much truly,
WON YON.

LEAP YEAR PARTY

Invitations

Now here you'll see is something new.

This Leap Year party's given for you.

We're going to see that no one grieves,

And ask for your assistance, please.

You'll see the date and the place below.

Just "leap" right there and don't be slow.
The ladies will make the "Leap Year" fair,

So save the date, and please be there.

Leap Year Rules

The girls plan and carry out the whole entertainment, and entertain the men throughout the whole time. During all the games played they are to exchange places with the men and should be very attentive to them during the whole time. They should serve the men their refreshments first, and insist on waiting on them, bringing them a glass of water and so forth, and when the party breaks up, the girls should help the men on with their wraps and all the other little courtesies men extend to ladies.

Leap Year Game of Stunts

Make stunts on slips of paper, some for the men and some for the girls. The men's stunts should be given to the girls and the girls' stunts to the men to act.

For example, a girl should be given a slip of paper which says, "Chop the wood for the fire," "Give yourself a shave," "Polish your shoes," "Help a man on the street-car," "Shovel coal in the stove or furnace," "Pitch hay on the wagon," "Dig a ditch," "Shovel snow off the sidewalk," and any others you desire.

The men should draw slips with the following: "Sew on a button," "Do the family washing," "Iron the baby's dress," "Set the table for dinner," "Rock the baby to sleep," "Sweep the floor," "Wash the dishes," "Doing up the hair," "Getting dinner," "Play the piano," and other stunts.

Each one should go at once and act out his or her part and this will cause lots of fun.

Leap Year Matching Partners

This unique way of matching partners is laughable. Take paper bags, blow up and tie, and attach them to a rope strung across the room. First, place the name of a gentleman on a slip of paper, and slip in the bag. The girls each choose and then find their partners by the name inside. After partners are matched, each one is given a copy of the Whose Wife Contest and go in pairs to guess the answers. The prize could be a little bell, suggesting a "wedding bell" which the lady should present to her partner, being Leap Year.

Whose Wife She Should Be

1. Chemist's Wife.	Ann Eliza.
2. Civil Engineer's Wife.	Bridget.
3. Gambler's Wife.	Betty.
4. Humorist's Wife.	Sally.
5. Clergyman's Wife.	Marie.
6. Shoemaker's Wife.	Peggy.
7. Sexton's Wife.	Belle.
8. Porter's Wife.	Carrie.
9. Dancing Master's Wife	Grace.
10. Milliner's Wife.	Hattie.
11. Gardener's Wife.	Flora.
12. Judge's Wife.	Justina.
13. Pugilist's Wife.	Mamie.
14. Pianist's Wife.	Octavia.
15. Life Saver's Wife.	Caroline.
16. Upholsterer's Wife.	Sophy.
17. Astronomer's Wife.	Stella (star).
18. Doctor's Wife.	Patience.

19. Fisherman's Wife.	Netty.
20. Gasman's Wife.	Meta.
21. Marksman's Wife.	Amy.

Leap Year Fortunes

Write funny little fortunes for the Leap Year. Inclose those for the girls in envelopes of one shade, and men's in another kind of envelope, and inclose them in a ball made of several thicknesses of tissue paper with some confetti snow. Attach to the chandelier and let some blindfolded person strike the bag with a walking stick, bringing down the leap year prophecies. The girls grab the envelopes, and pass to the men, and the fortune in it belongs, of course, to the one holding the envelope it came in. The girls take one for themselves after the men are supplied.

Leap Year Cake

In the center of the table have a Leap Year cake with a thimble, a bit of money and a ring in it. Each girl serves a man a slice and fun results, when the finder of the ring is announced as being sure to wed soon, the finder of the thimble to stay unwed, and the lucky one who gets the money to have a future of wealth.

Tie up the sandwiches with red ribbon; have ribbons or streamers of red paper going from the chandeliers, or the ceiling to the four corners of the table. Have little cakes and dishes garnished with green, and your decorations will leave nothing to desire. If your guests are not seated, have the table decorated any-

way, and use to serve from, the ladies serving the men. Serve red lemonade to carry out the color scheme.

LITERARY EVENING

In the note of invitation each one should be requested to wear something suggestive of a book title.

Upon arrival, each guest should be furnished with a card bearing the names of the entire company. When one fancies he has discovered a title, he should say nothing about it, but write the title opposite the name of the impersonator. When as much time has been given to this part of the program as has been thought desirable, the hostess calls the company to order and reads aloud a correct list of names and titles, and each corrects his card accordingly; or, still better, let the cards be exchanged, so that each must correct that of his neighbor, which will relieve the victor of the necessity of announcing his own success.

The guests may represent their titles in as inexpensive or as elaborate a way as they choose. She who represents "Rose in Bloom" need only wear a full-blown rose. "Sentimental Tommy" wears a Scotch cap bearing the words "From Thrums" on the front, and, when talking, finds many opportunities of informing his questioners, "I'll find a w'y!" "The Hidden Hand" may be represented by a gentleman who carries his hand in a sling concealed from view. "A Penniless Girl" is easily represented by a girl carrying an empty purse open and suspended at her belt. "The Woman in White," "Little Red Riding Hood," and "The Scarlet Letter" are all easily represented. Three small white

wings tied together with a ribbon represents very well "White Wings" by William Black.

It is not desirable that the costume speak too plainly of the title selected, for the guests are expected to question one another regarding their peculiarities, and so they must be well informed as to the books they represent.

An appropriate menu for a literary evening follows:

Menu

"And like a lobster boiled."—*Butler.*

(Lobster a la Newburg.)

"What first I want is daily bread."—*John Quincy Adams.*

(Bread and Butter.)

"You are lovely leaves."—*Herrick.*

(Lettuce Salad.)

"I will use the olive."—*Shakespeare.*

(Olives.)

"My choice would be Vanilla Ice."—*Holmes.*

(Ice-cream.)

"Water with berries in it."—*Anon.*

(Coffee.)

"Oh, that I were an almond salted!"—*Merrill.*

(Salted Almonds.)

MAD MARCH HARE PARTY

Invitations

If you are *crazy*, to have a perfectly *loony* evening

with the Mad March Hare, wend your way to his *lair* at the home of Mr. and Mrs. _____, Wednesday evening, as the clock strikes the eighth hour, and have the joy of being happy though *daffy*.

Mad March Hare Met the Guests

Since each lucky guest felt nothing would be finer than to be freed from the bonds of reason, there were no laggards to the home of the Mad March Hare when the evening designated arrived. Sure enough the Hare himself was on hand to welcome each person at the door—the host with a large papier-mâché rabbit head concealing his genial features. Motioning the guests to a point where they were relieved of their wraps, he conducted them to the large living-room where there was a large basket filled with small bunnies. Each person selected one and found tied to its neck a card bearing the name of a species of the hare family—Belgian Hare, Jack Rabbit, Angora Rabbit, etc. Of course the “Welsh Rabbit” was not forgotten.

Mad March Hare Confusion

All the rooms were in a state of greatest confusion, pictures askew, chairs upside down, flower pots overturned, sofa pillows in disorder, window shades crooked; in fact it looked as if furniture, books and bric-à-brac had gone on a prolonged lark. In the dining-room the same conditions prevailed; chairs overturned, knives, forks and spoons in a jumbled mass, and this very queer centerpiece: a good-sized dolly with hair in tangles, apparently blown hither and yon, clinging to a pink parasol turned wrong side out. The place cards

...e tiny pink parasols, some open, some shut, and some blown inside out; all had the names tied to the handles.

Mad March Hare Foolishness

When all had arrived and drawn a bunny showing to which family of hares he or she belonged, the Mad March Hare, doffing his head, announced that foolishness would now reign supreme. In answer to his words the door opened, and in stepped the host's son dressed in jester costume. For the remainder of the evening, as "Foolishness," he kept the guests moving at a lively pace, and many of them wished they were real rabbits and hares, instead of only make-believe ones, so that they might have unlimited endurance and agility. And these are some of the games, "guaranteed absolutely foolish," which they played.

Tumble Down Bunny

This was a game for male rabbits only. A strong, long-backed, old-fashioned chair was placed on the floor on its forelegs, so that the back was horizontal and uppermost. A small piece of money was placed at the tip end of the back. Each male rabbit was then required to kneel on the upper legs of the chair, and with both hands take hold of the side of the legs near the seat. Then bending down he was requested to try to take up the piece of money in his mouth. This looked simple but it was not as easy as it looked, since each player had to be careful that he did not fall forward nor allow the top of the chair to touch the ground. The position of the hands, of course, could be altered

to suit the player, as he found it necessary to keep his balance.

March Winds

All the players were lined up and given an ordinary toy balloon. At the signal each one started to blow. The idea was to see who could blow a balloon to the largest size without bursting it. The fun was unlimited, for as the balloon kept expanding each person blew with mingled hopes and fears that the balloon would hold out.

Penny Snatchers

This game was open to both men and women. It started with, say, six of them lined up at one side of the room. Each person was required to bend the right arm, holding it aloft till the forearm was as nearly horizontal as possible. On the elbow of each one was then placed four pennies, piled one upon the other. The contest was to drop the elbow and then try to catch all the pennies in the right hand. Those who dropped no pennies, or those who held the most of the four, were adjudged as being worthy of the finals. When all had tried the game the contestants in the finals were pitted against one another, and the game was thus continued till there was one victor.

Mad March Hare Fairies

A Contest for the female bunnies followed. Each one was given a feather and all were lined up at one end of the room. The game was to race to the other

end of the room, every one blowing a feather. Each player had to be careful that the feather did not touch the floor. If it did so, she had to stop, pick up the feather, and then continue blowing it. The feather crossing the finishing line first while being blown, won the race for the owner. Again this sounded like an easy feat of agility, but it proved anything but that when the race started.

Mad March Hare Refreshments

“Mad as a March Hare” is a common expression, so to recall this a brown “bunny” candy box held bon-bons at each plate. The ice-cream was served in small earthen flower pots, the tops covered with grated chocolate to represent earth, and right in the middle of the pot a wee “Brownie” figure stood playing on pipes made from straws. When all were at the table the hostess told this bit of legendary lore: In the far North “countree,” tiny elfin folk are supposed to play enchanting strains upon their pipes in the month of March which awaken the seeds and buds from their long winter sleep; finally, as the sweet music penetrates deeper and deeper into the earth, the little green shoots appear, and spring has returned with its ever new mystery of life eternal.

MEASURING PARTY

The giving of such a party is a pleasing way of raising money for some charitable object.

The invitations should read somewhat like the following:

*You are cordially invited to attend a
Measuring Party to be given by the
East End Connett Y. W. C. T. U.
at the home of the President,
Mrs. Herbert B. Linscott,
Monday evening, October 29th, 19—.*

Below, this verse should be printed:

A measuring party we give for you,
'Tis something pleasant as well as new.
The invitation carries a sack,
For use in bringing or sending back
Five cents for every foot you're tall,
Measure yourself against the wall.
An extra cent for each inch you'll give,
And thereby show how high you live.
Then with music and song, recitation and pleasure,
We will meet one and all at our party of measure.

With each invitation should be sent a tiny bag made of a bit of silk or ribbon. On the night of the entertainment, these bags with the money that has been placed in them are brought by the guests and deposited in a large bowl at the door. The party then proceeds in the usual manner. Care should be taken to carry out the program suggested in the last two lines of the above verse. Much amusement may be created by having some one appointed to take various measurements of the guests attending, such as the length of the nose, size of the head, size of the hand, etc.

MOTHER GOOSE GAME

During the evening a slip of paper is handed to each guest with the name of one of the Mother Goose characters upon it. The hostess retains a list of these, and calls each in turn to repeat within the space of one minute the familiar verse relative to this character. Failing to do this a forfeit must be paid. The one who is most prompt in responding correctly may receive as a prize a goose-quill pen; and the one who fails, a copy of "Mother Goose." Just before refreshments are served the "Goose Drill" may be participated in to the time of a march, and the couples proceed to the refreshment room, where they are served with the following:

1. Shared by the walrus and carpenter. (Oysters)
2. A King's dish. (Bird pie)
3. A Queen's lunch. (Bread and honey)
4. Taffy's spoils. (Beef sandwiches)
5. The golden eggs. (Egg sandwiches)
6. Old woman's broom. (Cheese-straws)
7. What the baker made. (Rolls)
8. Sample of the pieman's ware. (Washington cake-pie)
9. Jack-a-dandy's delight. (Plum cake)
10. What the ships brought. (Apples and comfits)

The numbered list of refreshments should be printed upon small cards, which may be retained as souvenirs of the occasion. The guests order what they choose. The key is retained by the hostess.

MUSICAL EVENING

The invitations should be sent in small imitation music rolls, and headed with a line of appropriate music. As each guest enters he receives a long, narrow strip of pasteboard, bearing a portion of some familiar song, both words and music. Each card bears a number, and the eight whose cards are numbered alike are instructed to get together and practice to sing a verse formed by the union of their eight cards. A bell calls them to order, judges are appointed, and each group sings its song, a pianist accompanying them. While the judges are preparing their verdict, a short musical program may be rendered. A bouquet of flowers may be presented to the group whose musical effort is considered the best. The bouquet may consist of eight small buttonhole bouquets, one for each member of the group. Make a list, numbering from one to twenty, of tunes that are perfectly familiar to every one. "Yankee Doodle," "America," "Annie Rooney," or any of the later popular songs, are some of the airs that are known everywhere. Number as many cards as there are guests, with twenty numbers on consecutive lines. These, with pencils, are distributed to the people as they arrive. An accomplished pianist then plays snatches of each tune, in the order that the list calls for. Just enough of the piece is played to let the melody be indicated. Each person, as the air is played, puts down against the number on the card what he thinks the tune is. At the end the cards are collected, and prizes given to the most successful.

To match partners, write the notes of a bar or two

of some well-known melody on the lady's card, and the balance on the gentleman's card.

Musical Guessing Contest

1. Used on a bundle. (Chord [cord])
2. A place of residence. (Flat)
3. A reflection on character. (Slur)
4. Bottom of a statue. (Bass [base])
5. An unaffected person. (Natural)
6. Used in driving horses. (Lines)
7. What makes a check valid. (Signature)
8. What we breathe every day. (Air)
9. Seen on the ocean. (Swell)
10. What betrays nationality. (Accent)
11. An association of lawyers. (Bar)
12. Used in climbing. (Staff)
13. Part of a sentence. (Phrase)
14. Belonging to a fish. (Scales)
15. Used in wheeling. (Pedals)
16. A girl's name. (Grace)
17. Used in flavoring soup. (Time [Thyme])
18. Often passed in school. (Notes)
19. Used in a store. (Counters)
20. An instrument not blunt. (Sharp)

Musical Romance

The young hostess announced that a love story of the Civil War would be related in musical numbers, and to the one who should best interpret them a prize would be awarded. All were provided with cards and pencils and a young woman seated herself at the piano. The hostess

then asked "What was the heroine called?" Whereupon the familiar notes of "Sweet Marie" were heard, and it began to be understood that the names of popular airs—given with much spirit by the pianist—would furnish the answers to the questions propounded, to be recorded upon the cards. The story progressed thus:

What was the hero's name? "Robin Adair."

Where was he born? "Dixie."

Where was she born? "On the Swanee River."

Where did they meet? "Comin' thro' the rye."

At what time of day was it? "Just as the sun went down."

When did he propose? "After the ball was over."

What did he say? "Only one girl in this world for me."

What did she say? "I'll leave my happy home for you."

What did he then bid her? "A soldier's farewell."

What did the band play? "The girl I left behind me."

Where did he go? "Georgia."

Where did he spend that night? "Tenting on the old camp ground."

What did the band play when he came home? "When Johnny comes marching home."

Where were they married? "Old Kentucky home."

Who were the bridesmaids? "Two little girls in blue."

Who furnished the music? "Whistling Rufus."

Who furnished the wedding feast? "Rosie O'Grady."

Where did they make their home? "On the banks of the Wabash."

What was their motto? "Home, sweet home."

Where did they always remain? "America."

The music was a new feature, and the fact that the airs were so well known made it the more enjoyable. The advantage of the winner being so slight, the pleasure of success was the more general.

Musical Terms Illustrated

Have some one play these songs:

"Star Spangled Banner," "Marching through Georgia," "Columbia, the Gem of the Ocean," "Battle Hymn of the Republic," "Tramp, Tramp, Tramp," "Hail Columbia," "Home, Sweet Home," "Yankee Doodle," "When Johnnie Comes Marching Home Again," "Auld Lang Syne," "America." No titles are announced, but the guests are asked to guess the names and write them in order upon slips of paper.

Following each piece of music some musical term is illustrated. These terms, with the means employed to illustrate them, are as follows: "time," some one hold up a small clock; "measure," a yardstick; "key," a door-key; "flats," two flatirons; "lines," a pair of nursery lines; "sharps," a carving set; "tie," a gentleman's tie; "bars," small clothes-bars; "staff," a cane; "a whole note," a dollar; "a half note," a half dollar; "a quarter note," a silver quarter.

Musicians Buried

1. There were verd isles and tender blue of summer skies.

2. Maud Muller raked the hay, deny it not, O Judge.

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3. The bell in ivy tower rings knell of passing day.
4. I arrive, King, most gracious sovereign.
5. She still wears her old smile—the sweet, modest maiden.
6. The mother of Charlie Ross in idle dreams still clasps him.
7. We berate our neighbors soundly, but excuse ourselves.
8. How famous the cherub in ideal art.
9. There will be no confab to-night.
10. If he asks your hand, Eliza, do not say nay.
11. Be brief; lo, toward life's setting sun, man hastens.
12. You've dropped a beet—ho, vender, heigh.
13. The dog spies a cat, and it makes his tail wag nervously.
14. A beau, berrying, needs a basket and a sweetheart.
15. My chop I never eat with peas.
16. You have found an egg, lucky boy.
17. Liz still improves from day to day.
18. Whoever else leaves, the Co. stays in most firms.
19. Cattle enjoy herbal feeding grounds.
20. I do not care a sou, Sarah, whether you will, or not.

KEY TO MUSICIANS BURIED

1. Verdi.	6. Rossini.
2. Hayden.	7. Weber.
3. Bellini.	8. Cherubini.
4. Rive King.	9. Abt.
5. Herold.	10. Handel.

11. Flotow.	16. Gluck.
12. Beethoven.	17. Lizst.
13. Wagner.	18. Costa.
14. Auber.	19. Balfe.
15. Chopin.	20. Sousa.

Note:—The letters composing the names of the sought-for musicians come successively together but the name may begin and end in different words.

NEWSPAPER PARTY

Invitations

The invitations the writer sent out for this Newspaper Party were typewritten on ordinary proof sheet paper and read as follows:

“A Newspaper couple ask your attendance
to a Newspaper Party, held at their
home on November 15th. Please wear a
newspaper costume, or represent a
newspaper in some way.

Mr. and Mrs. John Doe 100 East Euclid Avenue

Decorations

The decorations carried out the newspaper idea. The window shades were covered with newspapers, and the piano had a newspaper cover, and the mantel and stands were covered with them. For the dining-room, the table had a centerpiece cut from newspaper, and the napkins were newspapers folded as for dinner napkins. In the center of the table was a telegraph pole, held in place

by a jar of wet sand. The pole was a smooth straight stick and small pieces for crossbeams. Small silver wire was run from the center pole to tiny poles scattered about the table. Candles had newspaper shades to carry out the idea. At each end of the table was a "Bulletin Board" made of large white cards, fastened up by small sticks, with square blocks of wood at the bottom. Startling news items concerning the guests were printed on these boards. The dining-room was decorated with all kinds of "ads" cut from newspapers.

Newspaper Costumes

As each guest arrived, there was pinned upon his back a newspaper clipping of some up-to-date subject, of local interest, and he had to discover what he represented, by the remarks made to him by others.

The ushers were dressed to represent newsboys, with old clothing and a paper bag, and when they were not busy seating the guests, they were calling out their "evening paper."

The guests came dressed in all kinds of unique ways. One girl wore a paper dunce cap and long flowing cape of newspaper, made by fastening many sheets of paper together. Another, a complete robe of newspaper belted at the waist. One wore a large broad brimmed hat of several thicknesses of newspaper. Some wore large flowing skirts, others plaited ones, sailor collars, puffed sleeves, and some of the boys with pictures cut from newspapers, sewed all over their garments. Many wore sunbonnets, umbrella fans, and other things their ingenious minds unraveled, made from newspaper.

Editing a Newspaper

The entertainment consisted in editing a newspaper. The various heads of the departments were elected early in the evening, and they were told what was expected of them, so they at once got busy hunting up material. There was a "managing editor," a "city editor," a "cartoonist," an "advertising man," a "society editor," a "foreign correspondent," a "woman's page," and a "sporting editor." These were all given plenty of time to get their "copy" read, and the "managing editor" got things in shape for "publication."

When the paper was "published," it caused no end of amusement, for many hits were indulged in. The "editorial" touched upon local affairs, making many hits upon the company present. The "advertising man" had secured "ads" from different members of the company, some of them "advertising" for a "housekeeper" who is matrimonially inclined, one from a "competent maid who is fond of children and poodle dogs," and others had many articles to "swap" and much material was furnished under the "For Sale or Exchange." In the Lost and Found column many hits were made as follows: "Archie Jones has lost his heart; if found, please return to Laurine Lenon." "Found, a lock of Regina Anderson's hair; holder will keep for reward." "'The Lost Chord' has been found by the choir."

The "woman's page" gave rules for beautifying the complexion, advice to young married people and so forth.

The "foreign correspondent" had items of interest

in which the names of the young people present were used, such as "Queen Mary Clare held court in the palace" and the list of names familiar to the crowd were read as being present.

Prizes

The prizes awarded to the most unique costumes were "The Lost Chord," a box with a piece of cord in a paper, rolled up to look like music. "Scent" was a penny in a small box done up like a bottle of perfume, in a "scent" box. "Pair of Hose" was two small pieces of garden hose in a box.

Advertisement Game

The advertisement game was all planned beforehand. As many guests as were expected, just as many ads were cut from magazines, and cut into five pieces. Mix all together, and put five pieces of different "ads" in an envelope and give an envelope to each guest. They were told to trade "ads" with each one they met, and when their "ads" were complete, they were to read it aloud for the benefit of the company.

Advertisement Contest

The following advertisement game was arranged before the guests arrived, by having the "ads" placed around the rooms, and each guest was furnished with a pencil and paper as he arrived, and told to guess what these "ads" represented.

1. "The National Drink." Welch Grape Juice.
2. "It's all in the Shreds." Shredded Wheat.
3. "The Ham that Am." Armour's.

4. "Look for the signature on the package." Kellogg's Corn Flakes.
5. "Costs a little more than others but worth it." Occident Flour.
6. "Never Scratched Yet." Bon Ami.
7. "There's a reason." Postum.
8. "Good morning, have you used _____ Soap?" Pears.
9. "It's Pure." Royal Baking Powder.
10. "Use our Black Cat." Black Cat Hose.
11. "His Master's Voice." Victor Talking Machine.
12. "Always look for the name." National Biscuit Company.
13. "My name used _____ Soap." Wool Soap.
14. "Leaders of Quality." Eagle Brand Milk.
15. "Let the _____ twins do your work." Gold-dust.
16. "See that hump." Delong Hook and Eye.
17. "Makes big jobs look small." Old Dutch Cleanser.
18. "The Spotless Town." Sapolio.
19. "A Child can use them." Diamond Dyes.
20. "Why don't you try it now?" Blue Jay Corn Plasters.
21. "The witches' food." Corn Flakes.
22. "Try our Domino." Sugar.
23. "It Floats." Ivory Soap.
24. "Have you a little Fairy in your home?" Fairy Soap.

Partners

Partners for lunch were found by matching "Want

Ads." Each boy was given an "ad" cut from a newspaper and was told to go find the person who was seeking employment. The boy carried the "ad."

"Wanted—Experienced saleslady—at once—must have good reference and experience. Apply Monday morning," and paired off with the girl whose "ad" read—"Saleslady with good reference and experience, wishes position at once."

Newspaper Menu

The menu cards were unique, having the articles of food designed by slogans used to advertise them instead of their proper names.

Soup

"Your money back if not satisfied" Campbell's Soup

Meats

"The Ham that Am" Armour's Ham

Vegetables

"The National Dish" Van Camp's Pork and Beans

"It's good to the last bite" Armour's Succotash

Relishes

"That's it" Lea and Perrin's Sauce

"One of the 57 Varieties" Heinz Pickles

Bread

"Always look for the name" National Biscuit

"It's good till the last drop" Maxwell House Coffee

"Leaders of Quality" Eagle Brand Milk

"Try our Domino" Domino Loaf Sugar

Dessert

"America's most famous dessert" Jello

NEW YEAR'S EVE PARTY

This is a favorite occasion for a party among young people. It should be a small party, not over twenty-four guests, and it will be the more enjoyable if informal and among those who are well acquainted with each other.

There are as varied entertainments for such parties as for those at other seasons. A pretty idea is to confine the list to twelve young gentlemen and twelve young ladies. The hostess requests each couple to dress so as to represent a particular month, which she assigns them.

The guests should not assemble until nine o'clock. There should be a large clock conspicuously placed in the room, and if possible an open fireplace, with a bright fire on the hearth.

The first part of the time should be taken up in guessing the months, the company gathering before the open fire in a circle. As fast as one month is decided upon, the one who impersonates it rises, makes his or her bow to the company, and recites at least four original lines pertaining to that month. The more ridiculous or witty they are, the better they will be appreciated.

After this comes the supper, which may be as elaborate or as simple as desired, and then a promiscuous mixing of the months will cause some merriment.

Just as the clock is striking twelve, there is a knock at the door. Upon opening it, there is revealed a young man dressed as a baby, in a long white dress tied about with a sash on which is printed January 1, 19—. If properly planned, the appearance of this New Year baby will cause shouts of merriment.

Hand shakings and New Year's greetings follow, and the party is over.

NEW YEAR'S RESOLUTIONS

This game is played by providing each guest a paper and pencil, and having ten letters of the alphabet read to the company. These are to be copied, the guests are told to write a New Year's resolution of ten words, each beginning with one of the letters used, in the order in which they are given out. These importuned resolutions, when read, will afford much amusement.

NEW YEAR'S SOCIALE

As the guests come in, each one is requested to sign his name in a note-book, and to write underneath it a New Year's resolution. An entire page should be allowed for each one, so that no one may know what his neighbor has written. Each guest should be given a card inscribed with an appropriate quotation, such as "Time and tide wait for no man." These cards are numbered. These are passed around among the company, with the explanation that each guest is to amuse the company for the length of time it takes for the sand to run in a minute glass from one end to the other (have a minute glass in room), using for the purpose of entertainment some thought suggested by the quotation on his card. One can recite a poem, another tell a story, another sing a song, and so on until every one has done his share for the amusement of the others, following in order according to the numbers on the

cards. After each one has done his part the hostess announces that she will now do hers and proceeds to read each resolution that has been written in the book. The names of the writers being given, it will cause much merriment. Nut shells set sailing two by two in a basin of water may be named, one for a man, the other for a girl. If they keep together, it is an indication that the pair will be married before the year dies, but if they separate, the fate of the twain is sealed for one year.

NOSE AND GOGGLE PARTY

To fun-loving people who enjoy the grotesque, great sport will be found in giving a Nose and Goggle Party. Here two objects will be gained: merriment and disguise.

As the guests arrive, disguised as explained below, each is given a card, perforated, with ribbon run through, in order to wear the card around the neck, so that everybody can see it.

The cards must have, on one side, a number by which each guest is known; on the other side, a list of figures, 1, 2, 3, etc. (as many figures as there are guests), leaving space opposite each figure for a name. In social conversation each guest is to guess who his or her entertainer is. With intimate friends, this may be done readily by familiarity with the voice; but in most cases the identification will not be easy.

Each guest wears a false nose and goggles. The nose may be purchased, or made by clever fingers, of heavy cardboard covered with chamois.

The noses and goggles must not be removed till after refreshments, which may be simple or elaborate as the

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hostess may wish. As you make your guess, place the name opposite the number on your card corresponding to the number of the person with whom you are talking; for instance, if you think you know No. 4, turn your card and write the name opposite No. 4, etc.

NOTED PEOPLE

Cut out pictures of noted men and women from newspapers and magazines, paste on white paper, and number each one. Provide each guest with paper and pencil, having the paper contain a list of numbers corresponding to those on the pictures. The guests are then requested to write opposite the correct number the name of the person whom each picture represents. A good idea is to have pictures pinned upon the wall, curtains, and in every convenient place about the rooms, as the guests will then be obliged to move about, and there will be no danger of wallflowers. After each one has been given plenty of time for guessing, the correct list can be read aloud by one person, each guest passing his paper to his neighbor for correction. A prize may be given to the one who has the most correct answers. In connection with this, the game of noted people can be played. Have small slips of paper with the names of noted people written upon them, and pin one of these on back of each guest; he is to guess whom he represents by means of questions put to him by other guests. This is great fun, and causes much merriment among the young people. As soon as a player guesses whom he represents a new slip can be put on his back. A prize may be given the one who guesses the most names.

OBSERVATION PARTY

Place these objects tastefully on the dining-room table, each guest on entering the room being furnished with a catalogue of the subjects, supposed to be different paintings, made out so that blank spaces will be left to the right for the answers. From fifteen to twenty minutes are allowed to guess and write down the answers as fast as they are discovered. Comparing notes is hardly fair. At the end of the stated time the guests leave the room. Some one then calls out the correct answers, and the persons whose lists are the nearest correct, receive the first, second, third, and fourth prizes, the number of prizes varying according to the number of guests present. A booby prize for the one who was the least successful adds to the fun.

Below is given the list of forty subjects, and also the answers. From the latter you will know what objects to collect and place upon the table. It is better not to arrange them in exact order.

Subjects	Answers
Out for the Night	Candle in Candlestick
Departed Days	Last Year's Calendar
Scene in Bermuda	Onions
We Part to Meet Again	Scissors
The Reigning Favorite	Umbrella
Home of Burns	Flatiron
The Greatest Bet Ever Made	Alphabet
A Line from Home	Clothes Line
The House the Colonel Lived in	Corn Cob without the Corn

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Cause of the American Revolution	Tacks on a Letter T
A Heavenly Body	Dipper
The Little Peacemaker	Chopping-knife
Spring Offering	Glass of Water
Bound to Rise	Yeast Cake
Family Jars	Two Glass Jars
Things that End in Smoke	Cigars
A Place for Reflection	Hand Mirror
Deer in Winter	Eggs
Scene in a Baseball Game	Pitcher
A Drive Through the Wood	Block of Wood with Nail Driven Through
A Mute Choir	Quire of Paper
A Trophy of the Chase	Brush
A Rejected Beau	Old Ribbon Bow
A Skylight	A Star
Our Colored Waiter	Black Tray
Sweet Sixteen	Sixteen Lumps of Sugar
Consolation	Pipe
Common Sense	Pennies
The Black Friar	Black Frying Pan
Cole's Memorials of the Great	Cinders
The Four Seasons	Mustard, Vinegar, Salt and Pepper
A Morning Caller	A Bell
Assorted Liquors	Whip, Switch and Slipper
The Skipper's Home	Cheese
An Absorbing Subject	Blotting Pad
A Dancing Entertainment	A Ball
Bound to Shine	Bottle of Shoe Blacking
The Spoony Couple	Two Spoons
Old-fashioned Flowers	Lady's Slippers
Nothing But Leaves	Block of Blank Writing Paper

OLD-FASHIONED DINNER

1. A country in Asia	Turkey
2. A color and a letter	Gravy
3. Cape Cod fruit and impudence	Cranberry Sauce
4. A river in Italy, an Irish woman's beverage, and "the five little pigs that went to market"	Potatoes
5. A parent and cuttings	Parsnips
6. Reverse and small bites	Turnips
7. Time measures	Beets
8. An Indian's wife and an interjec- tion of silence	Squash
9. Well or badly brought up	Bread
10. A goat	Butter
11. A letter	Tea
12. A crowd of people in a small place	Jam
13. Mixed-up type	Pie
14. Two of a kind	Pears
15. A receptacle for fluids and a letter	Candy
16. A crow's call and a doctor's payment	Coffee
17. Ancient tales	Chestnuts
18. What I do to be heard	Ice-cream

PENNY FOR YOUR THOUGHTS

Find the following on a penny:

1. A messenger	One cent
2. Ancient mode of punishment	Stripes
3. Means of inflicting it	Lash.
4. Piece of armor	Shield
5. Devoted young man	Bow

6. South American fruit	Date
7. Place of worship	Temple
8. Portion of a hill	Brow
9. Three weapons	Arrows
10. First American settlers	Indian
11. Emblem of victory	Wreath
12. Emblem of royalty	Crown
13. One way of expressing matrimony	United
14. Part of a river	Mouth
15. Implements of writing	Quills

PHANTOM PARTY

Invitations

Where'er you be, we'd like to see
 You come and join our revelry,
 We'll rally round midst doleful sound,
 And you'll see Phantoms floating 'round.
 So flap your wings and fly our way,
 With Phantom raiments on your frame.
 Will look for you to make things go
 'And many Phantoms you will know.

Phantom Decorations

The parlors were in keeping with the special assembly. White sheets were used for portières, and the floor was covered with cotton drilling, and furniture was covered with white. The rooms were dimly lighted with green shades over the lights, which cast a ghostly glow over everything and everybody. Large animal skulls and bones were arrayed in fantastic designs about the rooms and on the walls.

From an alcove screened by white sheets came sounds of music of a weird, wailing kind that suited the occasion, and the sheeted spectres glided noiselessly about, talking in whispers, so it was truly a ghostly scene.

The guests were all given an hour trying to guess "who was who" and it was a hard task, but it kept up the mystery, and afforded time to become accustomed to the ghosts.

At a given signal all unmasked, and for a time there was much merriment as each learned one another's identity. One boy had spent a great deal of time with his chum, mistaking him for a girl friend, and another had been very attentive to his own sister, thinking it the sister's girl friend.

Phantom Game

The guests sit at the table with all lights out. The hostess passes these cold and clammy or rough thin things under the table to her guests, who pass them from hand to hand, always under the table. It is needless to say that no nervous or highly sensitive person should be invited to take part in this uncanny game.

- Glove filled with damp sand
- A false hair roll dampened
- A damp Turkish wash rag tied in a roll
- A China doll's leg and foot dampened
- A damp sponge
- A piece of ice
- A Brussels sprout
- Small apple stuck with toothpicks
- Small round cushion stuck with pins

Ink eraser dampened
Crinkly lettuce leaf
Dampened cotton batting

(Anything else the hostess has on hand can be used.)

Phantom Hunt

After the Phantom Supper was over the hostess produced a handful of strips of ribbon of different colors. Each guest was asked to close his eyes and draw one. When all had drawn, word was passed directing everybody to search in the room for something unusual in the colors they had drawn, paying no attention to anything of a color different from their own.

The unusual something soon proved to be tiny squares cut from colored paper, pink, blue, lavender, green. There were pieces in all of the colors drawn by the guests and each piece had written upon it a single word. It did not take the searcher long to discover that all of the pieces found were going to form a sentence and that this sentence would prove interesting. The case so proved. One girl watching her slips deftly arrived at the following advice. "Look under the settee in the hall," while another was directed to look on the window-sill in the dining-room.

A third was despatched to the porch and so on. No one was allowed to obey these new orders until the last sentence had been found and juggled into place. The endeavors of the last two card seekers, with everybody urging them to greater expedition, were laughably strenuous as a consequence.

When the last square had been found and shifted into

place the surprise seekers hurried away to obey the new mandate. They found waiting for them the most mysterious boxes, bundles and bags, some large, others small, all securely tied. On each was written the same directions: Exchange with the next person you see. To be opened when the clock strikes. The old-fashioned clock in the hall by some occult intervention struck three minutes later on and the mysterious packages were torn eagerly open. To the amazement of the players each revealed nothing more than a card surrounded by quantities of paper and excelsior which said tersely, "cut bread."

This was a poser, but as a thorough search of the parlor failed to reveal anything of the nature of the "staff of life," it seemed that there was but one place in the house where this could be looked for, namely in the kitchen; and after a hurried debate the crowd trooped kitchenward.

The cook when petitioned, cheerfully produced the missing link—a large, square loaf which was carried in triumph to the parlor.

It was cut gingerly, the enterprise being rewarded by a number of colored slips discovered at the very heart of the loaf. The amateur detective of the party declared that a small cube had been carefully cut out of the bottom of the loaf, choosing bread three days old in order to facilitate the operation.

Then after the insertion of the slips the cube had been fastened back in place with white of an egg used as mucilage.

A slip was found in each of the colors drawn in the beginning of the game. Each boy and girl gathered up

the one belonging to him or her. On one slip was written the laconic command "Cut the Cake." All the others read simply, "Help Her Do It."

Here was another dilemma, but one of the company thought he remembered seeing a cake in the dining-room.

There was an immediate laughing exodus in the direction of that apartment and there surely enough sat the big confection desired.

It was promptly cut revealing the fact that most of the caky body had been removed and its place filled with a quantity of little bundles. These parcels were wrapped in different colors, those which had constantly reoccurred throughout the fun.

Phantom Supper

The articles representing the Phantom Supper were placed on black cardboard and each piece was numbered. The articles were to be guessed by those present, instead of being eaten.

1. Sweetbreads:—Two pieces of bread covered with sugar.
2. Blue Points:—Two blue lead pencils, sharp pointed.
3. Sandwiches:—Picture of witches covered with sand.
4. Salted Nuts:—Three iron nuts, salted.
5. Apple Sauce:—A small apple and two small saws.
6. Horse Radish:—A toy red horse. (reddish)
7. Fish Balls:—A toy fish and two balls.
8. Saratoga Chips:—A toy trunk and chips of wood.

9. Catsup:—A picture of two cats fighting on a fence, with their backs up.
10. Butter:—A picture of a goat.
11. Pears:—Two pens and two pencils.
12. Dressed Tomato:—A red pincushion tomato trimmed with lace.
13. Dates:—January 1st, March 1st.
14. Sugar cane:—A toy cane and lumps of sugar.
15. Salad:—A picture of a girl named Sal adding a column of figures.

Phantom Tale

It is the truth and not a myth
That once there lived a man named Smith
Alas, it was his bitter lot
To murdered be quite near this spot.
(Groans and pauses)

Now we have with us his remains
So first I give to you his brains.

(Passes under the sheet to the person on his right
a sponge dampened with ice water)

Now next I pass as you surmise
The murdered victim's mournful eyes.

(Passes two grapes from which the skins have been
removed)

His veins through which flowed blood so red
Are now all clammy, cold and dead.

(Passes two or three long pieces of cooked macaroni)

And now your shuddering touch reveals
 The teeth with which he ate his meals.
 (Passes kernels of corn)

And next your startled nerves prepare
 To touch the late lamented's hair.
 (Passes corn silk)

The ear with which he often heard,
 Alas, now harkens not a word.
 (Passes fig)

His hand no longer yours can hold;
 Alas, it now in death is cold.
 (Passes kid glove filled with wet sand)

And now his sheeted ghost in white
 Is standing in your midst to-night.
 (Ghost rises and stands a minute)

Ere he departs with woeful groans
 Just list the rattling of his bones.

(Starts to walk out and as he goes suddenly rattles
 a watchman's rattle)

Phantom Menu

<i>Soup</i>	<i>Fish</i>
A boiled reptile (turtle)	Part of a human foot (sole)
<i>Meats</i>	
A dead animal (dried beef)	Part of a woman (tongue)

Vegetables

Two kinds of toes
(Tomatoes and potatoes)

Elevated cats (cats-up)

Part of the hand (lady fingers)

Cooked Tramps (Beets)

Stuffed arsenic (Stuffed olives)

Cow hoof a la mode
(gelatin and fruit)

PIN PARTY

The invitations to this were written on large sheets of paper, and the sheet was then folded up small, and pinned with a large black pin. Each guest was requested to bring a fancy stick-pin which he or she was willing to have disposed of as the hostess saw fit.

On entering, these were given to the hostess, who thrust each into a small card bearing the name of the person bringing it. While her guests were removing wraps in the guest-chamber, she put these by twos (one brought by a girl and one by a man) into small jeweler's boxes. The name of the girl who brought the one pin was put into the box, but no man's name was enclosed. When the time came for supper these boxes were passed to the gentlemen, who each selected one. The name inside indicated which lady he was to take out to supper. One stick-pin went to each of the pair, and these served as souvenirs.

It so happened that no man had the pin that he had brought to the entertainment, and of course no girl had

hers, for she would insist that the man take the pin she had provided. As many of these pins were the quaintest ones to be found by the persons bringing them, they created not a little amusement.

But we are getting ahead of our story, for before supper the time was filled in with various games.

The first of these was an entertainment in which all the guests took part. A fancy tray contained as many slips of cardboard as there were guests. This was placed on the center-table, and the hostess called upon one of the men to pick up one of these slips at random, and read what it contained. He did so and read: "The tale of a pin." The hostess then informed him that he must tell the story of a pin, and do it in two minutes. The surprise was so great that he scarcely recovered enough to begin his story before his time was up. Then he had to call on some girl, and she must take a slip, and do whatever it bade her, for the period of two minutes. And so on until all had taken part. Some of the slips read thus:

Speak a piece with something in it about a pin.

Name twenty-five kinds of pins.

Tell a story about a girl and a pin.

Give an oration on points.

Give a talk on pinfeathers.

Improvise a poem on "The boy and the pin."

Point out the various pins you can see in this room.

Tell twenty uses for a hairpin.

Sew with a pin. With this was given a piece of cheesecloth and a pin with a long thread tied to the head.

Count the pins in a heap. (All sizes and kinds.)

Make a pin stand on its head.

Draw a picture of a pin. (Breastpin of huge pattern.)

Play a game of "ring pins." This was a variation of the game of quoits or ring toss. Into a foot square piece of soft pine had been stuck twenty pins about an inch apart. The victim was given ten small brass rings, and made to stand two feet from the edge of the table, and see how many rings he could make catch over a pin.

POP-CORN PARTY

I was much surprised and amused at a little corn-colored envelope which came with my morning mail the other day. It contained, written upon corn-colored paper, an invitation from Mr. and Mrs. Blank to be present at "A Pop-corn Party" on the following Thursday evening at eight o'clock. In the lower left-hand corner was written, "To meet Mr. C. Cobb very informally."

In the dressing-room each girl was presented with an addition to her toilet in the shape of a necklace of popcorn sewed upon satin ribbon, each necklace having a distinct color. Upon entering the parlors we found all the men adorned with watch-chains to correspond. We were speedily invited into the dining-room, where a bright open fire was burning, and were told that this time the girls were to do "the popping." And they did, while ghost stories were told, songs were sung and conundrums given and guessed. As the corn was popped it was given to the hostess, who, in a corn-colored crepon gown, presently invited all the men to take part-

ners. This they did by selecting the girls whose necklaces matched their watch-chains in color.

Then we sat down to a veritable feast of pop-corn at a table which had been entirely arranged in corn color, and upon which were served salted, sugared and buttered pop-corn, pop-corn balls, lemon jelly-cake, lemon sponge-cake, lemonade, hot and cold, lemon ice-cream, lemon water ice and lemon jelly. After our delicious supper we returned to the parlor and were handed cards with pencils attached. Our hostess then rang a bell and called for order, and when order reigned she requested us to write eight nouns beginning with corn, and the name of a general beginning in the same way. In ten minutes she rang the bell again and collected the lists. The best one read, "Cornflower, cornstarch, cornice, cornet, cornea, corner, corncake, cornucopia, General Cornwallis."

The maker of this list received a pretty corn-colored paper lamp shade as a prize, and the girl who only had two words on her list received the booby prize—a corn-colored paper dunce cap, which she was compelled to wear the rest of the evening.

POST OFFICE PARTY

The writer, whose husband was a Postal Clerk, wishing to entertain the Postal Clerks and their wives, sent out the following invitation, in tiny mail pouches.

Invitations

There will be a "Post Office Examination" at the home of Mr. and Mrs. _____, on Thursday evening, to celebrate twenty years of

"travel" together. The "Route" is on Cedar Avenue, and you may "travel" on the "cars," by "stage coach" or "horseback." Different "cities" and "countries" will be visited along the "Route." Please send a "substitute" if you cannot be present. You are asked to represent a "City," "Town" or "Country."

Post Office Guessing Contest

Each guest was provided with a card and pencil upon entering, and were requested to tell what each one represented. Each card contained the name of the guest, with space opposite for the answer. An atlas was given for the first prize, and a tiny atlas for the one who had the least correct. Below are given some of the places represented.

"Salem" was represented by a picture of a small sail, with mast and rigging upon which was pasted a large letter "M."

One young lady wore an Astrakan collar during the evening and was promptly guessed "Astrakan."

A young man wearing a small "Hub" was named as "Boston."

A gentleman carrying a little tin pail marked "pure leaf lard" was guessed to be "Greece."

Morocco was represented by a young man wearing "morocco" shoes.

A young lady had her head decked with stuffed yellow birds, and was found to be "Canaries."

A young man wore a large letter "L" tied around

his foot, and after much guessing, it was found to be "Lowell."

A card bearing "2,000 lbs." worn by a young man with a tomato can on his head was guessed by many as "Happy Hooligan," but he proved to be "Canton."

The letters T. S. C. suggest "Tennessee."

A small vial labeled "rough on rats" typified "Cat-skill."

A tiny Noah's Ark gave the idea of "Newark."

"Cologne" was a bottle of cologne worn by a young lady.

"Cork" was suggested by a young man wearing a cork attached to his watch chain.

After the correct answers were read, a set of cards called the "Game of Nations" was given for the largest correct list, and a set of miniature flags of nations to the least.

Post Office

"Post Office" was an attractive feature. One end of the dining-room was utilized for this purpose. A large sign over the top read "Post Office, Mail opens at 9 p. m. and closes at 9:30 p. m." The Postmistress was dressed in an ancient gown, with spectacles, and each one present used the "Mail" to get off some joke on those present. All letters were read aloud for the amusement of the guests. After the Post Office closed, the hostess announced that the guests were to go on a hunt all over the world. A "Special Delivery" boy passed paper and pencil, and each guest was told to start on their tour around the world for the follow-

ing articles: (Before the guests arrived, the articles were hidden around the rooms.)

Tour Around the World

Go to "Java" for a delicious beverage. Coffee.

Go to "Spain" for something strong. Onions.

Go to "Klondike" for something bright. Gold.

Go to "China" for something old maids like. Tea.

Go to "Italy" for a well-known dish. Macaroni.

Go to "Louisiana" for something sweet. Sugar.

Go to "South Carolina" for something to make pudding. Rice.

Go to "Switzerland" for a good friend. Watch.

Go to "Havana" for something men call pleasant.

Cigar.

Go to "California" for a kind of dried fruit. Figs.

Go to "Minnesota" for something cooks use. Flour.

Go to "Michigan" for sauce for the turkey. Cranberries.

Go to "Utah" for something to season food. Salt.

Go to "Jamaica" for a well-known spice. Ginger.

Go to "Florida" for a good dessert. Orange.

Go to "India" for something to stretch. Rubber.

Go to "Pennsylvania" for something to burn. Coal.

Go to "Canada" for something warm. Fur.

Go to "Virginia" for a ground fruit. Peanut.

Go to "Holland" for an adornment. Lace.

The first prize was a "History of the Nations" and the consolation prize was a French Almanac.

The rooms were decorated with flags of every nation, and pictures of different countries and costumes.

Table Decorations

The table was decorated with toy trains, stage coaches, and men on horseback, all loaded with tiny mail sacks, filled with bonbons.

Matching Partners

The Special Delivery boy passed through the rooms, and gave each guest an envelope, containing a tin label, similar to those in the United States Mail Service. Upon the gentleman's label was the name of a "State" and those given to the ladies bore the name of a "Capital."

The "states" had to find their "capitals" for supper.

Post Office Menu

Soup

Capital of "Portugal"	Pea
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Fish

A bay of "New York" served raw	Oyster
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Condiments

An "Ohio" town	Lemon
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A lake in "Utah"	Salt
------------------	------

A ferry in "Virginia"	Pepper
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Meats

Mid "Pacific Islands"	Sandwich
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A country of the "Crescent"	Turkey
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Relishes

Stalks from "Kalamazoo"	Celery
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Sauce from "Michigan"	Cranberries
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A country in "South America"	Chili Sauce
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Salads

A bay of "Chili" without the O	Salad (O)
Served with a "Cape Verde Island" and a Capt. of "Norway"	Maye Naze (dressing)

Nuts

A country of "South America"	Brazil
A "Texas" town	Pecan
A lake in "Mississippi"	Walnut

Drinks

A county of "Tennessee"	Coffee
Served with a "Wisconsin" river	Sugar
And an "Austrian" town	Kreme

The Menu was printed with the answers left blank, and great merriment was caused, as the guests tried to guess what each course would be.

Post Office Game

The group is divided into circles of about fifteen. One player in each circle is blindfolded and is called the postman. Another is postmaster. The remainder of the players are seated. There are no empty chairs. The postmaster assigns each player, including the postman, the name of a city or a town, a list of which he keeps. The blindfolded postman is placed in the center of the circle, and the postmaster takes a position where he can overlook the players. He then calls out, "I have sent a letter from St. Louis to New Haven," and the players representing these cities quickly change places. As they run, the postman tries to capture one of them, and if he can do this or can manage to sit

down in an empty chair, the player who is caught or whose chair he has taken becomes the postman.

Postman

The one chosen to act as Postman assigns each player a certain city. The players sit in a circle with the Postman standing in the center. He says, "I have a letter from New York to Buffalo." These two cities then exchange places, the Postman endeavoring to get into the seat of one or the other before it is occupied. No one of the three may move until the last city is named. If the Postman succeeds in his effort, the player left without a seat becomes Postman.

U. S. Mail

This is also a variant of the Postman. After several vain attempts to obtain a seat, the Postman calls, "General Delivery!" and all change places. No one is allowed to take the seat next to him. As there is one seat less than the number of players, one is left without a seat and becomes Postman.

PROGRESSIVE PARTY

Invitations

You are invited to a
Progressive Fun Party
at the home of _____
on _____ night, where you will have to Progress,
or you will lose out.

(This party which follows was carried out by the writer and was a most enjoyable affair.)

Arriving guests found on either side of the parlor as they came in a small table, on which stood a basket filled with sealed envelopes. The men were asked to take envelopes from one basket, the girls being supplied from the other. When opened the envelopes were found to contain the following somewhat puzzling objects:

4 (envelopes contained) bits of twine, 4 beans, 4 buttons, 4 bent pins, 4 jackstraws, 4 peanuts, 4 cranberries, 4 nails, 4 beads, 4 alphabet letters, 4 picture postals.

Sewing on Buttons

The four players—two men and two girls—who drew the buttons proceeded to the first table. Here they found awaiting them strips of cotton goods, a large bowl of common buttons, needles and thread. The fun consisted in seeing which couple could in the ten minutes allowed for it sew the greatest number of buttons on the strips. A man and girl sat facing each other and played as partners. The couple sewing on most buttons between them progressed to the next game.

Jackstraws

The four guests drawing jackstraws in their envelopes proceeded to the second table, where the good game of that name was played. Each straw captured counted one point, except in the case of a few colored straws, each of which counted five points. The man and girl winning most straws progressed to the table ahead.

Stabbing Cranberries

The four players drawing cranberries were directed to the third table, in the center of which was a tin dishpan full of water, with a handful of cranberries floating on it. Four hatpins were also found in readiness. The contest was the exciting one known as *jab*, which consists in seeing who can spear most fruit from the water, using the hatpins to spear it with. The couple who captured most cranberries progressed to the next game. The supply of fruit would be replenished from time to time during the evening, as the continued jabs break the berries.

Tangled Knots

At the fourth table a large basket filled with short lengths of twine was found. In each bit of twine a difficult knot was tied. Partners worked together to untie as many knots as possible in the time allowed. The couple having most disentangled knots to show progressed.

Fish Pond

The fun of the fifth table was fish pond, played with the little aquatic toys floating in a pail of water and improvised hooks and lines. The girl and man catching most in ten minutes were sent forward. Or players sitting opposite each other could play as partners and the couples whose united score was best progressed.

Peanut Game

The two couples who drew peanuts began the frolic with the sixth table, where the basis of the game was

a bowl of peanuts. A score card and pencil was also found there. Each player had three grabs, the object being to take as many nuts in one handful as possible. After each grab the nuts in each player's hand were counted, the number noted on the score card and the nuts returned afterwards added. The two making best showing were progressed. This game can be played in another way, by having each player thrust his hand palm down into the bowl, the nuts he can take up on the back of the hand counting to his credit. Only those which do not roll off in taking the hand from the bowl count.

Nail Guessing

At the seventh table a guessing feature was arranged. A bowl, two-thirds full of water, and a basket of nails were the necessaries. A card was provided on which each player wrote his name and his guess as to how many nails might be dropped into the bowl before the water overflowed. The man whose guess was best among his men, and the girl who came nearest to the correct number of nails among her sex, were sent forward together. The water was changed after each round in order that those who remained should not have an unfair advantage of the newcomers, and a new score card was provided at the same time.

Knitting Needle Game

Couples who began at the eighth table found themselves confronted by a tumbler (each) filled with dried beans, pearl tapioca, peas and rice, mixed together. By each tumbler lay a pair of knitting needles. It was

most exciting to see who could soonest comply with the requirements of the game, that is to empty the tumblers, dividing the pulse or grain into separate heaps and handling it only with the knitting needles. The two who succeeded best went forward.

Picture Game

At the ninth table clip was arranged. This is where twenty-five postal cards, all of which are of the same general character, that is all photographic or all colored, etc., are cut into tiny fragments and mixed in a bowl, players endeavoring to form them into complete pictures. The two completing most cards in the time allowed progressed.

Stringing Beads

At the tenth table a basket of colored beads was the base of operations. Each player was given a needle threaded with a long piece of stout cotton. This was to be used in stringing the beads, no two of which of the same color were to be used together. The two persons who in the allotted time formed longest necklaces, observing color rule, progressed. This table completed the progression. Ordinary tally cards and a ticket punch were used to keep score. Those who progressed in each round had their score cards punched and the two players of opposite sex having most "punches" to their credit at the end of the round, received prizes.

Prize

Books of popular limericks and nonsense verses were first prizes. The boobies took the form of laughable toys and dime novelties.

Progressive Refreshments

The refreshments were served in Progressive style.
The first (2) tables had soup and crackers;
Two other tables had sandwiches;
Two had hot cocoa;
Two had fruit salad, and the last had ice-cream.
They all progressed as before.

MOUNTAIN ROMANCE

Two young ladies, on their way to a mountain picnic, hurried as they climbed the side of Mount (Peak). They were each dressed in (Chiviot), wearing a (Hood) on their heads. They ran across their brother Jaro, who was stronger than (Hercules), and they all walked up the (Rocky) path in the glen, crossing the lovely (Cascade) of water.

They climbed the bank which was covered with (Shasta) daisies, and soon came upon their friends gathered around a (Table) of rough boards, spread with the pastries of an excellent (Baker) and the meats of a fine (Cook). Glad to (Everest) the tired girls sat down and joined their friends; but Jaro and the other young men sought a cave near by, where (Katskill) mice. They fell into a dispute and fought. One of them said to Jaro, "Do you think you (Ararat?)" Jaro said, "I'll be (Blanc) if I do." Then the fight began in earnest.

The girls came upon them and were horrified to find them fighting, and cried "Would you (Kiliman), Jaro?"

Ashamed of themselves, they stopped fighting, and

washed their hands with (Castile) soap, and they all started home, afraid of being (Snowdon) before they reached there. They all crossed (Mount McKinley) on their way and the girls whose dresses were (White) and (Green) were afraid of having them spoiled, so they reached home as the deep (Blue) sky turned to (Black).

QUARTER PARTY

This is a good party if you desire to make money for your church or any department of it.

A society of which the writer was a member, were each to earn a quarter in a certain time, and the leader was to entertain them with a party at the end of that time, and each one was to tell how he earned his quarter. One young man had mowed a neighbor's lawn, one helped to weed the garden, one used the garden hose each morning and helped an old lady, one young lady sold eggs from a hen her mother gave her, one girl acted as nurse girl and looked after a baby for its mother while she went shopping, and many other things were told—how they earned their quarter.

Quarter Imitation

A huge and very realistic appearing, nicely browned paper pie pinned to the wall, from which one-quarter had been cut, attracted one's attention on entering. Similar "quarters" carried the invitation with an added note: "Please present this 'quarter' of a pie at the door with your quarter of a dollar." Each was supplied a pin, and the one who succeeded blindfolded

in pinning the missing slice nearest in place was served a "quarter" of a real pie in addition to the other eats.

Match Partners

It is well to match partners before the game, using the answers test. Make two of each one, and pin one on the lady and one on the gentleman, and they will then match partners for the contest. After partners are matched they go in couples to write their answers, on what is seen on a Quarter.

Quarter Guessing Contest

The Quarter guessing contest was indulged in as follows: Each guest was given a quarter of foolscap paper, and a quarter of a pencil, and told to guess the Quarter Contest.

Forget-me-nots of heaven	Stars
Edge of a hill	Brow
A swift animal	Hair (Hare)
A fruit	Date
Our coin of greatest value	Eagle
Not given in medieval wars	Quarter
What we all hate to have presented	Bill
Part of armor	Shield
Seen in prison	Stripes
Widely spread	Tail (tale)
Worn by Cæsar	Laurel Wreath
Desired by maidens	Bow (beau)
Connecting end of a peninsula	Neck
A side view	Profile
Our country	America

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What angels have	Wings
What waiters receive	Tips (of wings)
What every enterprise needs	Head
Dutch bulbs	Two lips (tulips)
Part of a river	Mouth
Fruit of corn	Ear
Negative side of a vote	Nose (Noes)
The most important individual	I
Weapon of a cat	Claws
Prominent in mumps	Cheeks
Adornment of children	Ribbon

Quarter Prizes

The hostess gave for prizes a quarter of a box of writing paper for first prize, one to the lady and one to the gentleman, and for a "booby prize," a quarter of a pencil. Much fun and merriment were indulged in and all said they would like to have a quarter party once a month.

Quarter Quotation Hunt

A quarter Quotation Hunt was carried out as follows: The hostess had fastened numerous little slips of paper everywhere over the rooms, pinned to curtains, chairs, mantels, cushions, picture frames, piano cover, and everywhere they could be fastened. The hostess informed her guests that on each slip was written one quarter of a familiar quotation. The guests were to pick up any slip they wished, and proceed to hunt the rest of the quotation of which it formed a part. They were told to start with the one that had a capital letter as that would be the first quarter of the quotation.

They are all allowed to ask for any parts of their quotations from any one who happens to have it. At a given signal they started, and a lively time ensued. Each guest was furnished with a stiff card which had mucilage on and as they found their quotations, they pasted them on the card, the object being to see who could match the quotations, and get the greatest number. No one can work on but one quotation at a time.

The quotations were as follows:

“Every—cloud has—a silver—lining.”

“All—is not—gold that—glitters.”

“A stitch—in time—saves—nine” and so on.

Quarter Quotation Hunt Prizes

The prizes for the hunt were a quarter to the lady and gentleman who got the most; and the “booby” prize, a quarter of an apple to the lady and gentleman who got the least.

Quarter Passing

Several quarters from those received at the door were passed, sides having been chosen as in a spelling match, and suggestive words thereon having been called out until the blackboard was rapidly filled with them, the side scoring the greater number of words being declared winner.

Quarter Game

The wedded-to-their-seat variety, always difficult to amuse, were given copies of a local daily, cut into quarters, a pair of scissors, cardboard and paste, with instructions to clip words or phrases to form a

limerick. Some ingenious ones were evolved and created considerable amusement when read toward the close of the evening.

Quartette

Familiar songs cut into four sections, or a stanza to each musical maid or man was a pleasing feature of the evening's entertainment. As these were matched, each quartette rendered one of the old plantation melodies.

Quarter Refreshments

Refreshments were served at tables that seated four or eight, partners being found by matching cards cut into quarters, which carried an attractive picture. Blocks of cream in four colors and little "four-leaf clover" wafers, with four salted almonds and as many mints constituted the dainty menu.

If something more is desired, the "untold age" game which follows will help out.

"Untold Age" Game

1st is *foliage*, which in forests is seen,
2nd is *ensilage*, preserved when quite green;
3rd is *beverage*, refreshing to take,
4th is *rampage*, it brings if it's "jake,"
5th is *umbrage*, some take without cause;
6th is *adage*, often called old saws,
7th is *ravage*, war leaves in its train,
8th is *yardage*, full measure of silk or delaine;
9th is *wreckage*, cast up by the sea,
10th is *espionage*, from which wrongdoers flee,

11th is *leverage*, a mechanical power,
12th is *courage*, a boon in a dangerous hour,
13th is *outrage*, which violates our rights,
14th is *mucilage*, which usually sticks tight,
15th is *encourage*, which oftentimes can cheer.

RED, WHITE AND BLUE LUNCHEON

The entire color scheme of this Fourth of July luncheon must be worked out in the national colors; as far as possible the doilies used should be designed in star-shaped patterns, with a border in wash silks of interwoven red carnations and blue corn-flowers. Suspended directly over the center of the table, a huge liberty bell should be hung, composed of red and white carnations and blue corn-flowers. Depending therefrom should be ropes of red, white and blue ribbon, terminating at the four corners of the table. The luncheon to be served should be as far as possible in the prevailing colors, the ices might be in firecracker form, and the starry banner should appear wherever it can be introduced. Draperies and pictures indicative of the occasion should be placed in conspicuous places, and do not forget a goodly supply of pyrotechnics to conclude the day. Such a luncheon will certainly commend itself to all, and most particularly to the younger element.

Write the following verses on cards and pass around among the guests after they have left the table. Have each verse read aloud previous to the performance:

1. Though puzzles do our minds distress,
We'd like two good ones now to guess.

2. We'd like to hear you tell to-day,
Some funny things that children say.
3. Describe some woman in the town,
Her nose and hair, her dress and gown;
But do not give us her address,
Nor tell her name, and we will guess.
4. We'd like a story full of fun;
You're gifted, Lyman, tell us one.
5. Misery likes company, they say;
We'd like to hear you tell to-day
(Don't hesitate, but now begin)
Of the worst scrape you e'er were in.
6. Your talent gives us much delight;
We wish that you would please recite.
7. Your part in this program to help us along
Will give us much pleasure; please sing us a
song.
8. If music hath charms, we wish that to-day
You'd prove it, and something quite charming
would play.
9. Tell some joke on yourself, your wife, or your
friend.
But we hope that you'll have it pleasantly end.
10. Describe some trip you've taken far,
To Mexico, Europe, or Zanzibar.

11. Give a tale of old time when settlers were few,
Of what they had then and what they did do.
12. Describe some famous picture,
Whether dark or fair.
Please tell us all about it,
And the artist rare.
13. Without a bit of gossip sweet,
This program would not be complete.
Be sure that while the seasons roll,
This crowd will *never tell a soul*.

ST. PATRICK'S PARTY

Invitations

You are invited to attend a gathering
of Sons and Daughters of Erin
at the home of
Mr. and Mrs. Patrick O'Rafferty,
(*Name of hostess—street and number*)
on St. Patrick's Day in the evening.

Will you please come masked, and represent
some Irish lady or gentleman. Each
guest is asked to furnish an Irish story, song
or recitation.

Decorations

Small shamrocks can be used all over the rooms for decorations. Take a strong black thread and string from the four corners of the room to the chandelier in

the middle of the room. Take all sizes of shamrocks and string a few feet apart, some high and some low, and the effect is beautiful. String shamrocks on black thread, then tie them to the string.

Getting Acquainted

When the guests arrive their assumed names are written on cards and pinned on each one, and they are introduced to the company under these names; for instance Mr. and Mrs. Dennis McFadden, or Mr. Martin Dooly and Miss Maggie Murphy. Michael O'Toole might go as a bricklayer. There can be an old apple woman with a basket of apples (which she could sell for a penny apiece). Mike McInnis of the police force might go as an Irish policeman. Widdy Maloney and her daughter Nora, the priest, Father McCrary, and several sisters of charity could also be represented. Let every one enter into the fun with spirit. Have the decorations of the house all green and have each one wear as much green as possible. Tin spoons tied with green ribbon can be given as souvenirs. Have an Irish potato race. Prizes of stick pins in Shamrock designs can be given the winners, or potato pincushions tied with green ribbons. Have green paper napkins which can be made from green tissue paper. Animals can be made from potatoes, using toothpicks for legs and tails. Have each guest help in the entertainment of the evening by an Irish song, story or recitation.

Irish Readings, Songs and Jokes

The committee could have some one who is a good reader give an Irish selection, another tell an Irish

story, one sing an Irish song, and one give an Irish joke.

The whole crowd could end the evening's entertainment by singing "It's a Long Way to Tipperary," or the song "Wearing of the Green," or any other old familiar Irish song.

Finding Irish Partners

As the guests arrive, pin a small slip of white paper on them with the names of an Irish person written in green ink. Patrick Dooley for the man and Mrs. Patrick Dooley for the woman, Dennis McFadden and Mrs. Dennis McFadden, and after all have found their partners, furnish each couple with a large white card written across at the top "Saint Patrick Puzzle," and have each couple guess the answers together. The questions of the Saint Patrick Puzzle should be previously arranged around the rooms, ready for the guests to start in.

Saint Patrick's Puzzle

As the guests arrive pin on them the answers to the contest, and in that way they will become more familiar with the answers. Make two of each one, and pin one on the boy and one on the girl, and they will then match partners for the contest. After partners are matched give each couple a pencil and paper to write their answers on.

What Pat is representative of every true Irishman? Patriot.

What Pat is always a model to others? Pattern.

What Pat comes with the first heavy drops of rain?
Patter.

What Pat is popular at guest luncheons? Patty.

What Pat is a member of the "force"? Patrol.

What Pat bears the names of his ancestors? Patrironymic.

What Pat belongs to the early Dutch in New York?
Patroon.

What Pat favors or protects? Patronage.

What Pat flourished in ancient Rome? Patrician.

What unnatural Pat slew his father? Patricide.

What Pat inherited a fortune from his father? Patrimony.

Saint Patrick's Pipes

Have a number of toy pipes hidden through the house. Instruct the guests to march when the music starts and when it ceases hunt for the pipes, until it starts again. Repeat for ten minutes. The person having the largest number of pipes wins the prize.

Hunting Shamrocks

A jolly scramble game may be played with scores and scores of tissue paper shamrocks, which may be placed high and low about the room. Some one who does not join in the game plays the piano, and all march in a circle clapping hands. When the music breaks off, which is always unexpectedly in the middle of a bar, the players must scramble for the green leaves—when it continues they must immediately resume their march. This continues until all the shamrocks have been col-

lected, when the person having the largest number receives a prize of a shamrock.

Shamrock Scramble

To each person may then be given two shamrock leaves of crêpe paper bearing duplicate numbers, and after all have been supplied, a square of cambric fastened against the wall, bearing the representation of a flower pot may be disclosed. Each guest is in turn blindfolded, and must attempt to pin one of the leaves given him upon the cloth to look as nearly as possible as if it were growing from the pot. The most successful contestant, having been identified by the leaf with the duplicate number, may be awarded a box of green candies.

Scenes in Ireland

“Scenes in Ireland” amuses a party. The guests should be given guides telling what they may expect to see.

A view of Cork. A large cork.

Home-rule. A yardstick.

The wearin’ of the Green. A piece of worn green cloth.

A view of Dublin. A picture of a wedding.

The Blarney Stone. A stone on which “dearie” is written.

Bird’s-eye view of three Irish Counties. A Limerick, an Ulster, a long automobile with a Ford front pasted on to represent Longford.

Green Refreshments

Fruit punch (colored green with mint).

Pistachio ice-cream.

Little cakes frosted with white icing.

SEA FISHING PARTY

Invitations to this Sea Fishing Party were sent out with a boy to deliver them in a basket and were written on isinglass and enclosed in two shells. The shells were sent to the person's house whose invitation they contained. The host and hostess were at the seashore for the summer, and the host had a fad for sailing and fishing, so this hostess made the party in the form of a ship or sea luncheon, with fishing games and contests.

Invitations

Please come hale and hearty to our Sea Fishing Party

September the Fifteenth at five.

And partake in a bunch of a queer looking lunch,

Like a large swarm of bees in a hive.

The things which you'll eat will be boats, sour and sweet,

And maybe an entrée of whale.

Will you try to arrive a while before five,

The hour that this boat launches sail.

Decorations

The rooms were decorated with coils of rope, life preservers, fish nets, hammocks and sea lanterns. Signs with "no smoking on quarter deck" were in the reception room, and a large sign, "Mess Room," was hung over the dining-room door. In the center of the

dining table there had been arranged a large pan of water to represent a lake, with miniature sailboats floating around. In the center of that was a large glass fish pond with gold fish swimming in the real water. Around the table in glass bowls and dishes, were bunches of seaweed and at the four corners of the table were glass jars full of the seaweed, and sprays of sea-grass. Glass dishes were used instead of china to serve the refreshments in, together with sea-shells.

A large glass punch bowl was filled with a lovely delicate green punch, served in small glasses, from a side table, the bowl and glasses being on a round mirror, garnished with sea-shells and seaweed. Glass bead baskets filled with seaweed and sea-grasses hung in available places and helped carry out the sea design. On the dining table were two large watermelons cut lengthwise, and furnished with masts and sails of green crêpe paper, which looked like a brig just launched. Scattered along the table was a flutter of tiny sail-boats and a little boat at each guest's plate.

The dressed eggs were made into little canoes, the cheese into square rafts, and long cucumber pickles hollowed out to make skiffs, with sails on each with brown straws. Many little turtles were made from raisins, with cloves for legs and heads. Orange boats were made by cutting oranges in half, with a stick of peppermint candy for a mast. All over the table were scattered candy fish and raisin turtles. The sardines impersonated whales, and were served to each guest on sea-shells. The menu cards were cut in shape of an anchor, a fish hook through each one as a souvenir.

Fishing Game

A square of muslin, upon which was printed the picture of a fisherman with rod in hand, had been purchased at a toy shop, and this had been basted upon a white sheet which was hung at the end of the room. Each guest was given a paper fish, and after being blindfolded, tried to pin it upon the hook dangling from the old man's pole. The one who was most successful received a small fish-shaped box filled with candies.

Costumes

The costumes of the host and hostess were in accord with the evening. The hostess had a fish net dress and in every mesh was sewed a glass bead. She wore a necklace of glass beads and bead bangles on her arm and in her hair.

The host had a fish net vest and some large crystal beads in his necktie for a scarf pin. He also wore bead cuff buttons and a large glass ring.

Troubled Sea

All of the players but the one taking the part of the Sea sit in a row, the Sea standing. Each of the seated players assumes the name of something that lives in the sea, as pearl, fish, sponge, starfish, oyster, crab, whale, nautilus. The Sea then walks around those seated and calls to each player by his or her chosen name. Each boy or girl receiving a summons, rises and follows the Sea. When all are on their feet the Sea suddenly begins to run around the chairs crying out, "The Sea

is troubled, the Sea is troubled!" The rest must keep pace with this player in the order in which they were called. As soon as the Sea drops into a chair every one else must follow his example. One person, however, is necessarily crowded out and this person becomes the Sea.

Fish Game—Fishing for Game

The guests were led into a room and presented with a fish-hook and line and told to fish and see if they would "bite." The guests fished in an ocean, made of sea green cloth crumpled and laid over the four legs of a large table turned upside down. The cloth was punctured to allow the hook to go through and tiny little glass bottles of sea water with tadpoles in were fished up.

Yacht Race

A green cheese-cloth "sea" was hung on the wall, which represented a race course and had a landing place of chalk. The guests were blindfolded and told to pin small white paper sails to the landing place. The attempts were very humorous and the craft was a peculiar looking affair. A tiny small sailboat was given for a prize.

Crystal Game

A guessing game on a different order was a large glass bowl filled two-thirds full of water, and the guests were to tell how many marbles might be dropped in the bowl before the water overflowed. Try it and see.

Fishing Contest

What fish is found in every band?	Drum
What fish is served with meats?	Jelly
What fish is worn by army officers?	Sword
What fish is a household pet?	Cat
What fish is a bird's resting place?	Perch
What fish is a carpenter's tool?	Saw
What fish represents the earth?	Globe
What fish is not on the planet?	Moon
What fish is found among royalty?	King
What fish guides the ship?	Pilot
What fish was used as a military weapon?	Pike
What fish is a smoker's solace?	Pipe
What fish is a destroyer of ships?	Torpedo
What fish is a good sailor?	Skipper
What fish is immortal?	Sole

Sea Contest

What sea is unpopular in sailing?	Sea-sickness
What sea lives in the Sea?	Sea-serpent
What sea is popular in summer?	Sea-coast
What sea is in the state of Washington?	Seattle
What sea is used by dressmakers?	Seams
What sea comes four times a year?	Seasons
What sea is used by cooks?	Seasoning
What sea do novel readers like?	Sequel
What sea do children like?	See-saw
What sea often occurs in the Bible?	Selah!
What sea is often regarded by the wealthy?	Seclusive
What sea is affected by maiden ladies?	Sedateness
What sea is always hidden?	Secret
What sea is haughty and exclusive?	Select

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What sea is the name of a car?	Sedan
What sea is a pirate sometimes called?	Sea-rover
What sea is a marine often called?	Sea-farer
What sea is a color?	Sea green
What sea is used in canning time?	Sealing
What sea is mostly used by farmers?	Seed

Shell Fight

All of the players provide themselves with an equal number of large clam shells or oyster shells, after which they divide into groups of two, each couple standing facing each other about four feet apart. After counting out to see who shall be "it" the child in each couple who is chosen must put one shell in the ground exactly between him and his opponent. His opponent then throws one of his shells upon the one which lies on the ground, trying to break it; if he is successful he wins one of the other's shells and has a chance to smash another. This is continued until all of one player's shells have been won by his partner.

Feast of Sails Menu

An egg canoe	A skiff of pickles
	Turtles galore
A cheese rafter too	Your taste to tickle
	Found alongshore
Entrées of whale (a-la-sardine-tails)	Chips in a pile On a sandwich isle
	The Bright watermelon With sails all a swellin'
The great island cake With fish from sweet Lake	An orange boat last With a candy mast

SHAMROCK LUNCHEON

The invitations were written upon pale green note-paper, with a shamrock leaf painted in water-color in one corner. The exquisitely blended shades of this leaf make it an easy and effective decoration. In truth, we encountered some difficulty in finding a leaf to copy; but a volume of Moore's poems, incased by a considerate binder in a shamrock-sprinkled cover, solved the problem!

The event was called a "Shamrock Luncheon," the hours were from two until six, and the word "whist" explained our intentions.

The score-cards were cut from green cardboard, in the shape of a large shamrock; and across the back of each was written a line of a humorous St. Patrick's Day poem, which we had discovered in a newspaper. The verses will be found complete at the end of this article. It is adapted to twenty-four guests, but it is easy to insert more lines if more guests are invited.

Each lady selected her partner for the game by finding the holder of the line which rhymed with her own. The score-cards were tied with streamers of narrow white or green ribbon, which served both to attach the cards to the gown and to indicate partners in "changing tables"—the green always playing with a white ribbon. (Care must be taken to tie rhyming cards, one with green and one with white.)

When partners had been found, the entire poem, sufficiently humorous to break up all formality, was read. As each line was read, the owner of the card

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bearing that line took her seat as indicated, until all the guests were easily and laughingly seated.

The six small luncheon tables were set with green and white china, and had for centerpieces pots of blossoming shamrock. Any florist will sell or rent these.

The menu was as follows:

Fruit Salad

Boiled Salmon	Caper Sauce
Potato au Gratin	
Chicken Salad in Lettuce Nests	
Olives	Wafers
Pistachio Cream	
Fancy Cakes Iced in Pale Green	
Coffee	Bonbons

This repast, served by three pretty waitresses in white gowns and green ribbons, was eminently satisfactory. Green and white bonbons are easy to obtain. Care must be taken, however, not to carry the color scheme too far into the menu, as green is not an appetizing color in all kinds of food.

St. Patrick's Birthday

" 'Twas the eighth day of March, so some people say,
St. Patrick at midnight, he first saw the day!
While others contend 'twas the ninth he was born;
An' 'twas all a mistake between midnight and morn.
But mistakes will occur in a hurry and shock,
And some blamed the baby, and some blamed the
clock.

So that with all the talk there was, no one could
know

If the child was too fast, or the clock was too slow!

“Now the first faction fight in owld Ireland, they say,
Was all on account of St. Patrick’s birthday.

Some fought for the eighth, for the ninth more would
die;

And who wouldn’t see right, why, they blackened his
eye.

“At last each faction so positive grew
That each kept a birthday, and Patrick had two!
Until good Father Mulcahy, who showed them their
sins,

Said no one could have two birthdays, but twins!

Said he: ‘Bhoys, don’t be fightin’ fur eight or fur
nine;

Don’t be always dividin’, but sometimes combine.

Unite eight and nine—seventeen is the mark.

Let that be his birthday.’ ‘Amen,’ said the clark.

“If he wasn’t a twin, sure his histhory will show
That he’s worth at least any two saints that we know.
Then they all ‘tuk a ddrop,’ which completed their
bliss;

And they keep up the practice from that day to
this.”

SOCK SOCIABLE

This little sock we give to you
Is not for you to wear;

Please multiply your size by two
And place therein with care,
In pennies or in cents,
Just twice the number that you wear,
(We hope it is immense).
So if you wear a number 10
You owe us 20, see?
Which, dropped into our little sock,
Will fill our hearts with glee.
'Tis all we ask; it isn't much,
And hardly any trouble,
But if you only have one foot,
We'll surely charge you double.
Now, if you have a friend quite dear,
You'd like to bring with you,
Or if you know some one who'd come,
We'll gladly give you two.
So don't forget the place and date—
We'll answer when you knock,
And welcome you with open arms,
But DON'T FORGET YOUR SOCK.

This little verse should be sent with every invitation to the sociable, accompanied by a tiny sock made of silk or lawn. On the night of the entertainment, these socks with the money that has been placed in them are brought by the guests and deposited in a large bowl at the door. The sociable then proceeds in the usual manner. This is an excellent way of raising money for some charitable object.

SON'S BIRTHDAY PARTY

Invitations

You are invited to help celebrate my son's birthday on (day) (date), at — o'clock. Just the young men are to come and enjoy a jolly time with "sons" and other "suns."

The invitations were written on a green tinted card, and to carry out the "sun" idea, pictures of sunflowers out of old illustrated seed catalogues were used and pasted in the corner.

Sunflower Decorations

Everywhere over the house were sunflowers, large and small. The dining table was set under the chandelier and strings of sunflowers were strung from the chandelier to the four corners of the table. (If real sunflowers cannot be obtained, paper ones can be used.)

Mixing Up

Each boy on arriving was asked to select a bow of either yellow or white ribbon to be worn during the evening. After he had made his choice, the host explained that all the boys who had chosen yellow bows were to be "young ladies" for the entire evening, and that all those wearing white bows were just "mere men," who must show these "young ladies" all the gracious courtesy that young ladies naturally expect.

They were then told by the hostess that they must play "wink" and all the kissing games they had been so eager to play when in company of young ladies.

Much merriment was caused by the "young ladies'" modesty and unwillingness to be kissed.

Judges Court

A court was then arranged; a jury was summoned; the judge took the bench; the attorneys, looking very anxious, took their places, and cases were tried. Nobody in the world but a bunch of live, wide-awake boys could ever have thought of the funny things to do and say those fellows pulled off that night.

Breach of Promise Suit

The event of the evening came, though, when one boy slipped out, put on his sister's clothes and appeared before the court with a charge of breach of promise. This "young lady" told a very pathetic story of a summer romance leading to a winter of heartache and presented a claim for \$20,000 to soothe her wounded pride. Needless to say this performance was greeted by roars of laughter. Even the judge, jury and prosecuting attorney seemed to have a struggle to look serious. After much weeping on the part of the complainant, the defendant confessed to a temporary love affair brought on by too much moonlight strolling and lack of other topics of conversation. The jury, however, on account of the size of the complainant's feet and some unladylike behavior, only awarded her fifty cents.

Table Centerpiece

The centerpiece was a large Jack Horner pie, instead of a birthday cake, made from a large round

box (a hat box with part of it cut off so it was not too high), covered over the top with sunflowers. Yellow ribbons, the shade of the sunflowers, were running from the box to each plate, and the guest's name was on the end at his plate. Candles at the corner of the table with a yellow paper shade, and little green paper mats were made to set them on. The other end was inside the box, and the following fortunes were written on them and tied to the ribbon and when the dinner was finished, the lid was removed from the box, and each boy drew his string, and read aloud his fortune. There were as many fortunes as there were boys present and all enjoyed the fun.

Birthday Fortunes in Pie

You have a kind heart, but your temper is quick.
You have nimble heels, but your skull is quite thick.

To-morrow night you'll have a letter
From one who wants to know you better.

You never will shine as a public speaker,
So bring down your thoughts to something much
meeker.

Your fortune shall be bright and gay
For many a long and happy day.

Cupid's bow is bent, beware
Lest thy heart-strings she should tear.

Ever pursuing the good and the wise,
Thus ever doing—upward thou'll rise.

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Put feats away, thy course pursue
With sturdy will and courage new.

Hard work and no cash,
This to thee if thou art rash.

A happy home, enough to spend,
Good health and friends until life's end.

True to your friend, kind to your foe,
People must love you wherever you go.

The girl you meet with golden hair,
Beware of her, my friend, beware.

The thing you need, the thing you shirk
Is—shall I tell you?—honest work.

Long life and good looks,
Many friends, many books.

Somebody says you are sure to be married;
Perhaps it is true when a while you have tarried.

Thy future has in store for thee
A loving mate and children three.

Have you a secret? Guard it well,
Nor to thy dearest ever tell.

Think twice before thou speakest once,
Better delay than play the dunce.

You are so stingy with your money
 That everybody thinks it's funny.

Thousands of miles o'er land and sea
 Thy sweetheart's coming unto thee.

When the hour for supper arrived the host's mother welcomed the boys and led them out to the dining-room. Here they were left by themselves to enjoy the first course of oranges. The hostess then reappeared, and presenting each boy with a pad and pencil, explained the plan for the supper. Each course was to be represented by objects passed previous to the course, the boys guessing the dishes thus represented and recording their conclusions, but keeping them secret until the end of the supper.

Son's Birthday Menu

Oranges

Soup

Crackers

Meat

Vegetables

Fruit

Dessert

Cake

Drinks

The objects from which the boys were to guess were passed under the table, one at a time. Each article, brought in under a napkin, was examined by the boys in turn, it being held under the table. When the last boy had finished his examination with a moment allowed for recording his guess, all cards were turned upside

down and the articles specialized brought in by the waiter.

The following were the representatives and dishes:

Second course—A small toy chicken: (Chicken soup).

A pair of nutcrackers: (Crackers).

Third course—A block of wood with edge chopped in several places, the thin pieces removed by chopping; two capital "P's" cut out to render the shape apparent and tied together with a tiny ribbon: (Chops; and peas). Three rolls of paper; a picture of a cane passed on a plate, picture of a wild-looking goat: (Butter; bread [the staff of life], Rolls).

Fourth course—Two pictures side by side of boys skating on a pond, and a pan which a kitten was endeavoring to reach—the pictures were all cut from advertisements and pasted on cardboard; two notable dates, 1492, 1776, written on a stiff paper, and the fingers of a lady's glove: (Ice-cream; dates; lady-fingers). The lady-fingers were the surprise and joke of the occasion. A lady's old kid glove had been cut across the palm just below the fingers, the fingers stuffed tightly with cotton, and the kid at the bottom sewed together to serve as a foundation. The whole was then moistened and placed on ice in the refrigerator. By the time they were needed the fingers were cold and clammy enough to mystify any one.

Drinks—The advertisement of two firms pasted on a card, and the chemical formula H_2O , written on another: (Cocoa; water). The water had, of course, been in use throughout the meal, but this was a signal for refilling the glasses.

Son's Contest

What son was a president?	Wilson
What son is a noted evangelist?	Billy Sunday
What son is an English poet?	Tennyson
What son is seen mornings?	Sunrise
What son suffers from heat?	Sunstroke
What son is used for a parasol?	Sunshade
What son is a head covering for women?	Sunbonnet
What son separates people?	Sunder
What son is a facial disfigurement?	Sunburn
What son is seen in the evening?	Sunset
What son is a short poem?	Sonnet
What son is a singer?	Songster
What son is the state flower of Kansas?	Sunflower
What son is fond of music?	Mendelssohn
What son is a clergyman?	Parson
What son is a plum?	Damson
What son is loud sounding?	Sonorous
What son is a male child?	Son
What son is a man's name?	Jackson
What son is a chemical?	Poison

Miss Contest

What Miss causes amusements and quarrels? Mischief.

What Miss is distrustful of human nature? Misanthrope.

What Miss undervalues her opportunities? Misappreciate.

What Miss is not always honest? Mis-appropriate.

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What Miss is provoking and a blunderer? Mis-take.

What Miss can destroy the peace of home, school and nation? Mis-rule.

What Miss is responsible for gross errors? Mis-doings.

What Miss wastes time and money? Mis-spend.

What Miss causes her mother sorrow? Mis-conduct.

What Miss proves an uncertain correspondent? Mis-direct.

What Miss should the traveler shun? Mis-guide.

What Miss is unhappy? Mis-fortune.

What Miss is distinguished as uncivil and ill-bred? Mis-behave.

What Miss gives unreliable information? Mis-call.

What Miss meets with ill-luck and delay? Mis-adventure.

What Miss is untruthful? Mis-represent.

SPINSTER PARTY (JUST GIRLS)

Invitations

The invitations are very informal, and each girl knows what is expected of her before she goes to the party.

“Being a spinster in good standing in this community, you are invited to a ‘Spinster Tea’ on a certain night, mentioned below, at the home of ‘Spinster _____’. You are requested to dress in character, and to bring with you an old-fashioned picture of the man supposed to have been refused by you. Be prepared to tell the story of his wooing, and to state what he lacked to make him pleasing to you.

The narrator of the most improbable story will be given a Heart."

What the evening of the party reveals, will be an array of old-fashioned garments, and portraits of the "jilted men."

Dining Table

The dining-room is arranged in old-fashioned style. The table is covered with an old table cloth and can have wax candles at each of the four corners, and a centerpiece of bachelor's buttons. At each plate can be a small bunch of bachelor's buttons and heartsease. Old-fashioned china and silver should be used.

Spinster Tea Menu

<i>Menu</i>	<i>Key to Menu</i>
Courtship	Mush
Cause of woe	Spiced Tongue
Highback comb	Honey in comb
A small deceit	Plate
A lover	Spoon
A solace	Tea
Our tears	Salt
Objects of envy	Preserved Pears (pairs)
Always in pairs	Cup and saucer
Warranted to pop	Bottle Ginger Ale
Sadly missed	Kisses
Soft as can be	Sponged bread
Left over	Baked Heart

Game of Spinsters

After refreshments are over, the Spinsters can

adjourn to the parlor, and produce their lover's picture, and each Spinster in turn relate her story. A large frosted gingerbread heart is given as prize.

These questions are pinned around the rooms and the Spinsters are given a pencil and paper and told to guess the answers:

1. The most famous spinster of French history? Maid of Orleans.
2. The most famous spinster of Colonial times? Pocahontas.
3. The most famous spinster writer of children's books? Louisa M. Alcott.
4. What English spinster was called "The Angel of Mercy"? Florence Nightingale.
5. What American spinster's statue is in the Hall of Statuary at Washington? Frances E. Willard.
6. What American spinster is deaf, dumb and blind? Helen Kellar.
7. What French spinster attained fame as a painter of animals? Rosa Bonheur.
8. What American spinster of the 20th century has won fame as a novelist? Mary Johnston.
9. To what spinster did New Orleans give the keys of the city? Sophie Wright.
10. What spinster was the first woman to second a Presidential nomination in a National Convention? Jane Addams.

Game of Hearts

1. The heart that is a flower? Heartsease.
2. The heart that is not a heart? Heartless.
3. The heart that is ill? Heart disease.

4. The heart that is made by onions? Heartburn.
5. The heart that measures time? Heart throb.
6. The heart that can be touched? Heart felt.
7. The heart of a Spinster? Heart whole.
8. The heart of a neglected wife? Heartache.
9. The heart that welcomes guests? Heartily.
10. The heart not affected with love? Heart whole.

T—Contest

T—before a girl's name forms a cat.—*Tabby*.

T—before a beverage forms a story.—*Tale*.

T—before craft forms a small pie.—*Tart*.

T—before shower forms a line of cars.—*Train*.

T—before foolhardy forms rubbish.—*Trash*.

T—before a request forms labor.—*Task*.

T—before a gun forms something trivial.—*Trifle*.

T—before regret forms sincerity.—*True*.

T—before everything forms height.—*Tall*.

T—before rest forms to plague.—*Tease*.

T—before a mistake forms fright.—*Terror*.

T—before humor forms to blame.—*Twit*.

T—before finish forms watchfulness.—*Tend*.

T—before competent forms a piece of furniture.—*Table*.

Spinster's Curiosity Shop

This curiosity shop is arranged before the guests arrive, by having the articles mentioned in the answers arranged on a large table in another room. The "spinsters" are given a catalogue (four pages of plain white paper fastened with a ribbon, and the questions arranged on the different pages).

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The way to a man's heart—Box of powder, high heeled slipper.

The way to a woman's heart—Box of chocolates, bound book.

Courtships—Bowl of mush and two spoons.

Sweet while they last—Candy kisses.

Popped—Bottle of ginger ale (opened).

The magnet—Diamond ring.

The tie that binds—Wedding ring.

The way to keep a man's heart—Cook book.

Cause of woe—Spiced tongue.

Gone forever—Heart (paper).

Made in Heaven—Matches.

Unmated—Gloves of different size and color.

Fondest memory—Box of spoons.

Object of envy—Jar of preserved pears.

A dead give away—A bottle of hair dye.

Old maid's solace—A cup of tea.

Spinster's comfort—Cat (stuffed cat).

What Tea Should People Drink

What T should the school teacher drink? ImpartialiT.

What T should solemn people drink? JolliT.

What T should a young man drink? MajoriT.

What T should a farmer drink? FertiliT

What T should the poor man drink? ProsperiT.

What T should the professor drink? UniversiT.

What T should the clergyman drink? DiviniT.

What T should injured people drink? IndemniT.

What T should public officials drink? AuthoriT.

What T should criminals drink? PenalT.

What T should chauffeurs drink? VelociT.

What T should the aviator drink?	DexteriT.
What T should the American drink?	LiberT.
What T should married people drink?	FideliT.
What T should the gymnastic drink?	AgiliT.
What T should pupils drink?	PunctualiT.
What T should lovers drink?	AffiniT.
What T should the thief drink?	HonesT.
What T should we all drink?	ChariT.
What T should we all prepare for?	EterniT.

Spinster's Old-Fashioned Menu

The following menu was recently used at a "Spinster Tea" and created much merriment:

Spiced Tongue	Potato Salad
Bread and butter	
Pickles	Beets
Jam	
Pie	Gingerbread
Tea	

STUNTS FOR FUN

Pick up a paper from the floor without bending the knees.

Imitate a small boy going to bed.

Walk as if garbed in a hobble skirt.

Auction off an umbrella.

Be a book agent and sell a book.

Tell a story of the meanest man you know.

Repeat the alphabet backwards.

Whistle any tune.

Imitate a banjo player.

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- Imitate Paderewski at the piano.
- Tell a story of the stingiest woman you know.
- Recite dramatically any poem.
- Yawn until you make others yawn.
- Sneeze in three different ways.
- Stand on a chair and make five homely faces.
- Place your hands behind you and guess who touches them.
- Sing a lullaby to a sofa pillow.
- Sing a comic song.
- Compliment every person in the room.
- Stand before each person in the room and smile.
- Whistle one stanza and sing the second of "America."
- Repeat "Yankee Doodle," or any other song, counting after each word.
- Sing a song in one corner of the room, whistle in another, cry in the third and laugh in the fourth.
- Write or type the stunts on small slips of paper, allowing each person to take one from a small basket passed to each.
- It is the duty of each one to go at once, when his number is called by the hostess, and perform his or her stunt selected, and help to promote fun and sociability for the occasion.

SUFFRAGETTE EVENING

A New Woman Party

A new woman party is founded on the supposition that, if woman is to do man's work in the world, the occupations of the sterner sex must change also, and

become those formerly handled by women. Accordingly, the men who attended the new woman party found themselves detailed to feminine occupations, while upon the women were thrust the tasks popularly supposed to belong to men alone.

Women Dress Mannish

Falling in with the plans for the evening, for they will have received a few hints from their hostess, the women will dress in a somewhat mannish way, and each one will bring an apron for her escort.

Unique Decorations

The house is decorated with posters, "woman's rights" signs and jokes and pictures cut from magazines. The hostess receives the guests, while her husband sits in a corner and "looks wise." The young men are put to a severe test, for they are asked to be quiet while the women discuss politics and live questions. The man who manages longest to keep from breaking in, or disturbing the peace during this performance, is presented with a patent egg beater.

Women Sharpen Pencils, Men Thread Needles

The fun which resulted can easily be imagined. It being a popular fiction that no woman can sharpen a pencil as it should be sharpened, the ladies of the company found themselves assigned to the work of sharpening pencils. The young men were detailed to thread needles. Five minutes was the time limit in either case. At the end of this time the gentlemen who had threaded

the largest number of needles was said to have won in this particular contest. He received a point toward the final prize. The work of the ladies was examined and pronounced upon by the men. The lucky woman who had sharpened the neatest and best pencil received a point toward the ladies' prize, to be awarded at the close of the festivities.

Women Drive Nails, and Men Make Buttonholes

Driving nails and making buttonholes proved to be the next number on the program. The nails were driven by the women, while the men devoted themselves to buttonhole working. Each lady in the company was given a strip of soft wood, six nails and a little hammer; the men receiving strips of linen with buttonholes cut in them, needles and thread. A lively feature it proved to be. The room rang with laughter and good-natured chaffing. Points toward the finals were bestowed here as in the preceding contests.

Suffrage Jokes and Questions

The woman who originates the best joke on the suffrage question is given a new necktie, while the man who regales the company with the best original description of a new evening gown is presented with a rolling pin tied with blue ribbons, "to use when things get too thick." Then each gentleman receives a package, and is told to follow directions closely. Some must darn a sock, and others sew on buttons. The one who accomplishes his task without too much trouble is given a work basket filled with supplies, and a little card at-

tached telling him: "This will serve you in good stead some day."

Gentlemen Trim Hats

The awarding of these points was followed at once by a brisk round, in which the gentlemen trimmed cheap straw hats with flowers and ribbon, and the ladies were assigned to the work of umbrella rolling. The results of these tasks were judged by a committee formed of persons of the opposite sex. The two most successful ones receiving, as before, a point toward the prize.

Men Write Recipes, Ladies Invest in Stock

The next feature was, if possible, even more gaily absurd and fun provoking than those which went before, for here both divisions of the company were given pencils and paper, the gentlemen being asked to write directions for making fancy dishes, such as angel cake, chicken croquettes, salads, while the ladies were called upon to say how they would go about in investing in stocks. A longer time was allowed for this difficult feature than for the foregoing bouts. Each side had fifteen minutes in which to do their best. Afterward the papers, signed with the author's name, were read aloud. They were hugely enjoyed by the opponents.

"The Ascent of Woman"

At the end of this supreme test, points were collected and counted. The lady holding most of these received a book upon "The Ascent of Woman," while the male prize winner was given a work-basket stocked

with instruments of domestic work, his future occupation.

Men Do the Cooking

The climax is reached when the women tie the aprons about the men's waists and lead them into the kitchen, where bowls of pancake batter stand ready for the griddles. Each man makes cakes for two, while the women sit by and discuss hats and frills. However, the hostess takes pity on her guests, and serves an appetizing course.

The Militant Suffragette

Mrs. Mallet wants the ballot.

Mrs. Darliment invaded Parliament,
For Mrs. Mallet wants the ballot.

Mrs. Ting petitioned the King,
Mrs. Darliment invaded Parliament,
For Mrs. Mallet wants the ballot.

Mrs. Lindeaux smashed the windows,
Mrs. Ting petitioned the King,
Mrs. Darliment invaded Parliament,
For Mrs. Mallet wants the ballot.

The Misses Foxes destroyed post boxes,
Mrs. Lidges blew up bridges,
Mrs. Hikes went on hunger strikes,
Mrs. Carson counted Arson,
For Mrs. Mallet wants the ballot.

Man Contest

Man of wood	Mantel
Man who directs	Manager
Man of music	Mandolin
Man grown up	Manhood
Man that trims nails	Manicure
Man that is brave	Manly
Man that is a Bay	Manila
Man used for stones	Manuscript
Man that is numerous	Many
Man for rich people	Mansion
Man that commits murder	Manslaughter
Man that is a small book	Manual
Man that is a vessel	Man of war
Man that is a vegetable	Mango
Man that makes articles	Manufacture
Man for preacher's home	Manse
Man that is insane	Maniac
Man who commands	Mandate
Man that irons linens	Mangle
Man used to feed cattle	Manger

TELEGRAM PARTY

To interest guests who have a sense of humor and thoroughly enjoy a little quick thinking you can easily invent new games or adapt and add novel accessories to some older idea, such as, for instance, "A Telegram Party."

For this party write your invitations on telegram blanks, and let your refreshments be served not by a

maid (who never enjoys extra work), but by one or more boys dressed as telegraph messengers. They will delight in their responsibility and will help you in many ways.

Let the boys also pass to each person a pencil and a telegram blank, on which are to be written ten letters, dictated at random by ten guests in turn. These letters each player must manage to use as the initials of ten words following in such order as to form an intelligible telegram. None of these initials can be used for address or signature, but otherwise no limit is placed upon the ingenuity of the writer.

Then let the messengers collect the blanks, and after the hostess has read all the amusing results let a vote be taken for the cleverest message and a prize be awarded to the sender.

Of course, the entertainment can be extended by writing any number of telegrams or varied by requiring that each set of telegrams refer to some assigned subject.

THANKSGIVING DAY CELEBRATION

Decorations

Great cornstalks, with the husk merely turned back to show the yellow ear, are extremely effective. A huge bunch of these on either side of the drawing-room door will take the place of palms. They may also be placed at the entrance to the dining-room, their sentinel-like appearance making them charming as a doorway decoration. Here and there great pumpkins, hollowed out to admit of the flower-pot with its growing

green, make unique jardinières. A bunch of corn, where the ear is red, tied by means of a bow of yellow ribbon to the chandelier, admits of the same suggestion as the mistletoe of Christmas time, and makes a pretty spot of color, besides being the cause of much quiet fun.

A pretty feature is to have a pumpkin table brought in during the refreshments and hold a guessing contest, which gives an opportunity for much merriment and for the giving of prizes to the lucky guessers.

This table should be arranged as follows: Upon a small, highly polished table (mahogany is perhaps the richest in effect), place a dainty, embroidered centerpiece, and set upon this a large pumpkin, either on a silver dish or resting directly on the white linen. This pumpkin should be hollowed out, as the others, leaving only its yellow shell, the pumpkin holding an assortment of fruit, luscious and beautiful—highly polished red-cheeked apples, oranges, bananas and grapes; trailing here and there among them a few red leaves, or if they can be obtained, a spray of wild clematis, of bitter-sweet, or of smilax.

The guests are told that underneath the fruit lies something suggestive of nature's ways, and therefore of the occasion and that they are to guess what it may be and how much of it there may be.

The guesses will be many and varied. The fruit-dish may be passed, the fruit disposed of, and underneath will be found the pumpkin's seeds, which have been gathered together. The prize for the guest that guesses the nearest can be a little horn-of-plenty drinking glass. If one wishes to give souvenirs of the occasion, charming little pencils can be obtained that

have the lead appearing from a miniature ear of corn. This feature, however, is quite unnecessary.

THANKSGIVING FOOTBALL DINNER

The following is a description of a novel dinner recently given a party of twelve football enthusiasts on Thanksgiving Day.

While the ladies were upstairs removing their wraps, a maid came in with a tray on which were six wish-bones, each having tied to it a knot of ribbon of one of the different college colors. Of these they were to take their choice, according to the college or university they preferred. Meanwhile the gentlemen downstairs had been presented with ribbon rosettes, and as these matched the ribbons on the wish-bones they easily found the ladies whom they were to take in to dinner.

When the company entered the dining-room they found that the decorations were in perfect harmony with the character of the game which they had just witnessed. Chrysanthemums, which are considered a necessary accompaniment of a football game, were everywhere. A yellow jardinière filled with ragged beauties in red and bronze stood in the center of the table, while a single long-stemmed flower was laid beside each plate. There were also chrysanthemums in vases on the mantel and sideboard. The favors, or "mascots," of the dinner were small turkey-gobblers of papier-mâché containing the bonbons.

A feature of the dinner enjoyed almost as much as the feast itself was the novel form of the menus. These were written on two opposite pages of dainty booklets,

the outside covers of which were decorated with characteristic football sketches accompanied by appropriate quotations. These were so unique and apropos to the occasion that each guest carried his home as a souvenir when he left at the end of the evening's entertainment. Instead of being separated into the usual courses, the menu was divided, like a football game, into a first and second half, with an intermission between, and was arranged to read somewhat like a football program, giving in outline the particulars of a game, the various terms and expressions in which described the names of the viands. The following is an illustration, except that in the original the names of the different articles were omitted, a word in parenthesis giving a hint where the meaning seemed doubtful:

First Half

I. The spectators arrive and discuss the "points" (blue) of the game.

Blue Points

II. A tally-ho "bowls" in with the football team, said to be "superior." The players enter the field with great "celerity," the small boys enthusiastically declaring them to be "crackers."

Celery Soup Crackers

III. Play begins with "a fair catch taken on the fly."

Fish

IV. A "foul (fowl) tackle."

Turkey

"Pease" follows a "runner," but "Murphy" interferes and "beats" him off.

Peas Squash Potatoes Beets

V. The game at the end of the first half is distinguished by the fine playing of the "backs" (canvas).
Canvasback Ducks.

Intermission

During the intermission the "heads" of several players, young and green, bruised in the mix-up, receive a "dressing" down.

Lettuce Salad

Second Half

I. The wedge, or V-shaped, play is tried.

Pie—Mince and Pumpkin

II. Followed by disastrous results, necessitating a call for "sponge" and "ice."

Sponge Cake Ice-Cream

III. The "fruits" of faithful training are manifest. A "bunch of purples" go down before a single "orange." "Bartlett" and "Nellis," a fine pair (pear), become "candidates" for great honor, "raisin" cheers of delight from the spectators by circling the ends, who are "nut" what they are "cracked" up to be.

Fruit—Grapes Oranges Pears Candied Dates

Raisins Nuts

IV. The cup is presented.

Coffee

V. Everybody leaves the grounds.

Although the above may seem a little far-fetched to

an authority on football, the guests were not over-critical, and the novel menu proved a great source of entertainment, keeping them wondering and speculating between the courses as to what was coming next. Some of the guests supposed the "bruised heads" to be those of the cabbage, it having apparently escaped their minds that there was such a thing as head-lettuce. Others failed to see the connection between squash and "runner" until reminded of the fact that squash grows on a vine running along the ground, while a smile went around the table as one by one, after concluding that coffee was referred to in "The cup is presented," discovered, also, the double meaning in the final words of the menu, "Everybody leaves the grounds."

A number of things served on the table, such as cranberries, jellies, olives, etc., were not in the menu, owing to the difficulty of expressing them in football terms.

After dinner there was much fun and merriment over pulling the wish-bones, the ladies having offered to break theirs with the gentlemen attending them at dinner. Later the guests gathered around the open fireplace, cracking nuts, telling stories, and having a good time generally. When the time came for them to depart they voted the Thanksgiving dinner of which they had just partaken the most unique to which they ever sat down.

THANKSGIVING SOCIABLE

How surprised every one was at the changed appearance of the Sunday-school room! All the chairs had been removed and at various places stood great shocks

of corn. Upon the wall were hung red berries and bright-hued autumn leaves, garlands of which may be easily made if the leaves are gathered as they fall, waxed, pressed, and strung on strong threads. In the center of the room was arranged a large semicircular divan made of pew-cushions covered with dark, richly-colored draperies. There were a number of sofa-pillows heaped upon the divan. The room was dark save for the light which glimmered from hideous-faced pumpkin lanterns.

The committee in charge welcomed the guests and invited them to be seated in the charmed circle. The first thing that met their gaze was an immense pile of corn on the cob. Over this, standing on three legs, was a goblin pumpkin with three pairs of glaring eyes, three noses and three large mouths. A hush fell upon the company, while here and there could be heard a suppressed giggle. Suddenly a chorus of girls' voices broke out in a bright autumn song to enliven the drooping spirits of the guests.

No sooner had their fears been somewhat allayed than a spectral figure approached from behind a curtain and sat down by the heap of corn. All held their breath as it slowly reached out its hand and pulled an ear of corn from the pile, gazed at a tag which was fastened to it by a ribbon, read the name of some one who was present, and threw that person the ear of corn, demanding in a deep, thrilling voice, "A ghost story." It is needless to describe the quaking and shivering while the story was being told. The dashing piano solo which followed was fully appreciated.

A second ghost story was demanded in like manner

as the first, after which came singing, more stories, and music. Then one of the girls, who could recite well, stood facing the company, with a background of curtains, and gave Whittier's poem, "The Pumpkin." When she reached the last stanza the curtains back of her were drawn, as if by spirits, disclosing a long table covered with a snowy cloth, upon which were piles of doughnuts, pumpkin pies, cheese and cups of steaming coffee. Every one gave an exclamation of surprise at the sight, and refreshments were served.

The sociable closed with gifts of a pie apiece to each person contributing to the entertainment, and an ear of corn, tied with bright ribbon, to each guest.

In order to have the ghost stories a success the committee arranging the program had selected them beforehand.

A great deal of the success of the entertainment was due to the fact that its nature had been kept secret, and, curiosity having been aroused, an unusually large number of people attended.

TRAMP POVERTY PARTY

Invitations

Yew Air Ast to a
Tramp Poverty Party

That us fokes of thee Booster Club air a-goin
tu hav at the hous whare Mr. _____ livs with
his wife. It is on _____ Strete. If yer cante finde
it go to No. _____

_____ Nite,
March Thee Twenty-ate

Ruls And Regelashuns

Chap. One. Evry womman who kums must ware a kaliko dres and apern, ore somethin ekally apropiate.

Chap. Tew. All men must ware there ole close and flannill shurts. Biled shurts and tanup dickys air prohibbitted onles there ole and rinkled.

These Ruls Will Bee Inforced to thee Leter.

One—A kompetunt core uf mannagers and ades will be in attendance.

Tew—The hull sasiety wil interduce strangirs and luk after bashfil fellers.

Three—There is a-goin to bee lots of phun fore everybody.

Fore—Phun wil begin tu commance at haf pas seven.

Five—Tu git into thee house yew wil haf tew smile.

Six—Yew beter bring lots uv marbles tu pay phines.

Ate—Chawing gum will not be alloud.

Nine—Maken luv er flirtin prohibited.

Ten—Gurls must not wear Hairpins.

Kum Irly and Git A Gude Sete

Kind ov Vittles to be survd

Hot er Kold Koffy

Ginger Kake

Sand-Witches

Frute

Kum and Hav Sum Phun

Guests are expected to attend dressed in the oldest and most ragged clothes they possess or can borrow.

Hobo Decorations

When the important night arrived, the company

could scarcely recognize the lovely home after the treatment it had received. Lace curtains and all draperies had been removed, and so had the bric-à-brac and all unnecessary furniture. The floors were covered with linen, gray blankets hung in the doorway in place of the portières, and lengths of flannel draped the windows. The walls were fairly hidden from view by numerous branches of evergreen, while the plainest of lanterns and reflectors lighted the apartments. All the good furniture was moved out of the rooms, and store boxes with long boards across made the seats.

Costume Prizes

Prizes were given for the funniest costumes. The hostess explained that a tin bucket or "hand-out" of goodies awaited each "hobo" who earned it. The girls were given rakes and the men wheelbarrows, and the hostess blithely set them all to raking up the lawn and weeding the walk and flower-beds running around the house.

Table Decorations

The only table decoration consisted of ground-pine wreaths, but the delicate green tracery upon the white table-cloth was highly artistic and in perfect keeping with the spirit of the entertainment.

Hobo Music

The music was furnished by one of the mill hands, who proved himself to be quite an adept performer on the violin. Jollity and good nature reigned supreme all the evening, for no one could resist the general spirit

of good fellowship; and the lack of formality, together with the novelty of the whole affair, gave a zest to everybody's enjoyment.

Extras See and Saw

The party was a highly enjoyable affair, and laughter was the occupation of the hour. Old-time songs were rendered, including solos, duets, trios and quartettes and the Virginia Reel rounded up the festivities. A pretty hand mirror and a shaving glass constituted the prizes, and were bestowed with the sincere wish of the hostess that the recipients might "see themselves as others saw them."

Matching Partners

Partners for the feast were determined upon by matching gay-colored bandanna handkerchiefs. Coffee was boiled in a kettle hung over a fire of twigs, while the hungry young laborers squatted happily around, each man sharing the contents of his bucket with his companion.

Hobo Hand-Out

Later each "hobo" received his "hand-out"—a tin bucket containing sandwiches, delicious cake, and fruit for two.

Wood-Chopping

Luncheon was followed by a "wood-chopping" contest in which each man wrestled with a pile of kindling sticks, the most successful "chopper" winning—to his

own disgust and the unrestrained merriment of everybody else—a dilapidated pair of old walking-shoes.

Tramp Game

In this entertaining old game, one player takes the part of a tramp; the others the part of householders. Commencing with the first of the householders, who are arranged either in a line or a circle, the tramp says, "Madam, please give me something to eat. I cannot work for I love my ease too much." Because he loves his E's (ease) so much, the names of the viands given him must contain the letter "E." So the householder says, "I will give you apples, peas and bread."

As the tramp asks each householder the same question, the last householders are put to it to think of names of food which contain "E" and become hard-hearted and name inedible articles. On the next round the tramp tells them that he loves peas and each answer must contain the letter "P." On the third round he informs them that he wants tea for "Weary Willie" and each food named must contain the letter "T." On the last round, he states that he is afraid of the bees in the yard. On the other round the householders have named two or three things (as has been agreed upon), but now they name but one thing, and that, not an article of food but a missile or weapon, whose name, however, contains the letter "B." The fun is greatly heightened if, on the last round, instead of answering separately, the householders, at the tramp's first request, rise simultaneously, shouting the weapons and chase the "hobo" from the room.

Mountain Contest

What mountain is a dead president's name? McKinley Mt.

What mountain is the nation's capital? Washington Mt.

What mountain is a dress fabric? Cheviot Mt.

What mountain is always white? Snowdon Mt.

What mountain is running water? Cascade Mt.

What mountain is a daisy? Shasta Mt.

What mountain is needed in the kitchen? Cook Mt.

What mountain bears the name of soap? Castile Mt.

What mountain is as hard as stone? Rocky Mt.

What mountain is spread three times daily? Table Mt.

What mountain makes bread? Baker Mt.

What mountain is a head covering? Hood Mt.

What mountain is sought by tired people? Everest Mt.

What mountain says you are a rodent? Ararat Mt.

What mountain is a dash? Blanc Mt.

What mountain is disliked by felines? Katskill Mt.

What mountain is a city and a river? Allegheny Mt.

What mountain is very strong? Hercules Mt.

What mountain is very gloomy? Black Mt.

What mountain is always bright? White Mt.

TREE PARTY

For a June entertainment nothing could be more suitable than a tree party, for at this season the new leaves are all out and everything looks fresh and green.

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Trim the house with branches and blossoms, having as many varieties of trees represented as possible. When all the guests have arrived, give to each one a strip of cardboard (having a pencil tied to it with a bit of green ribbon) upon which are written the following questions for them to answer:

1. What's the social tree,	1. Pear. Tea.
2. And the dancing tree,	2. Hop.
3. Tree that is nearest the sea?	3. Beach.
4. The daintiest tree,	4. Spruce.
5. And the kissable tree,	5. Tulip. Yew.
6. And the tree where ships may be?	6. Bay.
7. What's the telltale tree,	7. Peach.
8. And the traitor's tree,	8. Judas.
9. And the tree that's the warmest clad?	9. Fir.
10. The languishing tree,	10. Pine.
11. The chronologist's tree,	11. Date.
12. And the tree that makes one sad? 12. Weeping Willow.	
13. What's the emulous tree,	13. Ivy.
14. The industrious tree,	14. Spindle tree.
15. And the tree that will never stand still?	15. Caper.
16. The unhealthiest tree,	16. Sycamore.
17. The Egyptian-plague tree,	17. Locust.
18. And the tree neither up nor down hill?	18. Plane.

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19. The contemptible tree,	19. Medlar.
20. The most yielding tree,	20. India-rubber.
21. And the tree that bears a curse?	21. Fig. Damson.
22. The reddish brown tree,	22. Chestnut.
23. The reddish blue tree,	23. Lilac.
24. And the tree like an Irish nurse?	24. Honey-suckle.
25. What is the tree That makes each townsman flee?	25. Citron.
26. And what round itself doth en- twine?	26. Woodbine.
27. What's the housewife's tree,	27. Broom.
28. And the fisherman's tree,	28. Basswood.
29. What by cockneys is turned into wine?	29. Vine.
30. What's the tree that got up,	30. Rose.
31. And the tree that was lazy,	31. Satin. Aloe.
32. And the tree that guides ships to go forth?	32. (H)elm.
33. The tree that's immortal.	33. Arbor-vitæ.
34. The trees that are not,	34. Dyewoods.
35. And the tree whose wood faces the north?	35. Southern-wood.

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36. The tree in a bottle,	36. Cork.
37. The tree in a fog,	37. Smoketree.
	Hazel.
38. And what each must become ere he's old?	38. Elder.
39. The tree of the people,	39. Poplar.
40. The traveler's tree,	40. Wayfaring tree.
41. And the sad tree when school- masters hold?	41. Birch.
42. What's the tree that has passed through the fiery heat,	42. Ash.
43. That half-given to doctors when ill?	43. Coffee
44. The tree that we offer to friends when we meet?	44. Palm.
45. And the tree we may use as a quill?	45. Aspen.
46. What's the tree that in death will benight you?	46. Deadly Nightshade.
47. And the tree that your wants will supply?	47. Bread- fruit.
48. And the tree that to travel in- vites you,	48. Orange.
49. And the tree that forbids you to die?	49. Olive.

Then the following game may be played:

Pin a slip, containing the name of some tree, on the back of each person present.

Questions may be asked concerning it, which will give a clue to the wearer, who is to guess the tree he is supposed to represent.

As fast as each one is guessed, the slip is taken off the back and pinned on the breast. Allow fifteen minutes for each person to write an original poem on the tree he represents. Judges are appointed to select the best poem, and a suitable prize can be awarded.

Transplanting Trees

Pass slips of paper around with the names of different trees, all in capital letters, but not spelled in order; for instance, Y-H-O-K-R-I-C, which when transplanted will spell the name Hickory. A suitable prize can be given the one who succeeds in transplanting the greatest number of trees.

Tree Pool

That the guests may choose partners, give out cards of red, green, yellow, and brown cardboard cut in the shape of leaves,—maple, elm, oak, etc. There should, of course, be but two leaves of the same shape and color, one of each being passed to the ladies, the corresponding ones to the men. The game is played in the usual way where there is a pool of letters, except that the words made must be only the names of trees or shrubs. For those who may not be altogether familiar with the game, the rules are that each one in turn draws a letter from the pool, then tries by transposing one of his opponent's words to use this letter, and so make a

new word for himself. Plurals are not considered new words. If one cannot use the letter to draw from his opponent's, or in his own list, it is thrown back, and the turn passes to the next. If, however, the letter is used, the player has another turn. When either couple at the head table have made ten words, the bell is rung and the guests score and progress as in any other game.

When supper is served, have the table decorated with a plant standing in the center, and from this to each corner of the table have a row of Noah's Ark trees, which can be purchased at any toy shop. Stand one of these on each of the plates as they are passed to the guests. They will make very attractive souvenirs of the occasion.

VALENTINE FUN

This description of a Valentine entertainment will be welcomed by those who desire novel and original ideas.

We were received in a room decorated with wreaths of green, hung in festoons caught up at regular intervals by ribbon streamers. From the center of each wreath hung hearts of parchment paper, tinted in blue and lettered in gold, each bearing a number and a fate or fortune.

Suspended from a portière rod between the hall and reception room were three hearts formed of heavy wire and carefully entwined with evergreen; above each one was a jingle. The first said:

Blow your bubble right through here
And you'll be married before another year.

Above the second was:

To be engaged this very week
Number two is the one to take.

And the third had:

A sad, an awful fate awaits the one who seeks me,
For he or she will ever a spinster or bachelor be.

On a small table near by was an immense bowl filled with sparkling soapsuds, and also clay pipes decorated with little blue hearts.

We first threw the bubbles off the pipes and then tried to blow them through the hearts with pretty little fans which were presented to us; none of us found this easy to do, but it was lots of fun, even if after all our efforts we saw our bubble float through number three instead of one or two, where we meant it to go.

After this came a still merrier game. A low scrap-basket was placed in the center of the room, and the company arranged into opposing parties, forming two half circles around the basket. Cardboard hearts in two different colors were given the sides, an equal number to each side. We were then requested to try to throw them in the basket, and all endeavored to do so, but found they had a tantalizing way of landing on the floor.

When we had exhausted our cards those in the basket were counted, and the side having the most of its own color won the game.

After this a small blackboard was placed on an easel

at one end of the room, and we were each in turn blindfolded, and handed a piece of chalk with which to draw an outline of a heart, and to write our name in the center; the one doing the best to have a prize of a large candy heart.

The partners for supper were chosen in a novel manner, the men being numbered, and the names of the girls written on slips of paper, rolled in clay in little pellets, then dropped into a bowl of water; the one to rise first belonged to the young man numbered one, and so on until each had his Valentine.

A "Good Luck" supper was served in an adjoining room. Directly over the table, suspended from the chandelier, hung a floral horseshoe. In the center of the table and at each end were fairy lamps surrounded by smaller horseshoes. The guest-cards were square envelopes, at one side a painted horseshoe, and below, "When Good Luck knocks at the door let him in and keep him there." The souvenirs were clover-leaf stick pins, and everything connected with the supper bore a symbol of good luck, the bonbons, cakes, and sandwiches taking the forms of either a clover-leaf or a horseshoe.

On opening the envelopes, we found an amusing valentine illustrated by a pen-and-ink sketch, or crayon drawing, showing the artistic skill of one of the members of the family.

After supper a tray, containing as many numbers as there were guests, was passed, and we each took a heart with a corresponding number from the decorations on the wall and read aloud the fortune found there. These were very clever, and some surprisingly appropriate.

VALENTINE PARTY

Invitations

Some good friends are inviting you,
To something novel, but not quite new,
On the night below at eight p. m.,
We hope you'll try and be there then.
When you arrive you'll see hearts galore,
Please enter the fun and do your best,
And as you do, so will all the rest.
So come along with your very best smile,
And help us pass a jolly good while.

Heart Decorations

Everywhere over the rooms, the decorations should be all sizes of red hearts. Red cardboard can be purchased in the large sheets, and hearts cut from a store pattern will be less expensive than buying all the hearts. Stretch across the room from each corner, a strong black thread, and fasten the hearts on black thread different lengths, and then fasten them to the string across the room. As the guests move about, the hearts will sway around, and they look beautiful at various lengths, and moving.

Heart Table Decorations

The regular paper lunch set can be purchased for seventy-five cents, consisting of the table-cloth, doilies, napkins and small plates in red heart design. Arrange these on the table, which is usually set in the middle

of the room, directly under the electric chandelier, and black thread can be strung from the corners of the table to the light in the center and tiny hearts strung on the strings make a lovely decoration. If you have any candle holders place one at each corner of the table and use a red shade which will add very much to the beauty.

Heart Centerpiece

A large cake, baked heart shape, would be a pretty centerpiece, ornamented with small candy hearts, or if you cannot make it heart shaped, bake in a large shallow pan, ice it with white icing and put a large red heart in the center and the little red candy hearts all around it.

Fortunes in the Cake

After the cake is cold, turn upside down and stick in the bottom the following articles, and whoever gets the piece of cake with one of the articles in, indicates their fortune, as follows: a coin (dime) indicates wealth; a doll's spoon, means a good cook; a small bit of white ribbon, means a fashionable person; a pen indicates a literary person; a candy heart a true love match; a bit of black ribbon, means a widow or widower; a tiny paint brush, indicates an artist; a button, a maiden lady or bachelor, a thimble, a dressmaker, or a tailor.

Choosing Partners by Hearts

Before the guests arrive, have as many hearts as

there will be guests and arrange them all ready. Cut the red hearts in two pieces, no two alike, and have those for the ladies in one box, and those for the gentlemen in another. When the time comes to match, the hostess passes among the guests, and gives each gentleman his half heart, telling him he must find his "heart mate," and this way all formality is dispensed with. The two who have matched hearts will go in pairs to play the game of hearts which follows:

Game of Hearts

A white cloth or old sheet can be stretched across one corner of the room and a red paper heart pinned in the center. The guests go in pairs, are blindfolded, and placed in front of the heart, having first been given a small bow and arrow, with which to try at hitting the mark. Favors in heart shapes are given the couple who come nearest the mark, the center of the heart.

Love Story Game

Have the description of each girl written on pink paper hearts, and distributed to the gentlemen, who read the descriptions on the hearts they have drawn, and they are requested to hunt their partners by the descriptions on their hearts. They then have the girls for partners in the game, which follows:

A love story game requires tubes of paste, several pairs of scissors, and a pile of advertisements cut from magazines. After matching partners, each matched couple is required to compose a love story of four

lines in rhyme, using only words cut from the advertisements, and paste on blank cards. These are read aloud and create much fun. Each girl can take her rhyme home as a souvenir.

It might be well to have a waste basket handy to put scraps of paper in, as it may save the hostess some work after the party.

A Fortune Wheel

Make a large heart-shaped target of muslin, with colored paper hearts outlined around the edge, green, blue, red and black, cut from any kind of paper, just so they are the proper color. Make the hearts of different sizes so they can be pasted one upon the other, making a heart within a heart. Put this heart target up where the sheet was, and have the guests try with the bow and arrows to pierce the colors, this time not blindfolded. When they strike the color with the arrow, read aloud to the crowd the rhyme below, or give the person who hits the color, the rhyme, according to the color.

Love and riches wait I ween, she or he who hits the
green.

Should your arrow pierce the blue, Love is on the wing
for you.

Loveless, weeping, never wed, if the arrow pierces red.
If the arrow pierces black, this little person gets nary
a smack.

They who pass the colors all, have many sweethearts at
their call.

Heart Menu**Little Loves****(Raw Oysters)**

Cold Hearts (Cold boiled hearts)	Crushed Heart (Shrimp Salad)
	Cupid's Defense (Arrow shaped bread sticks)
True Love (Chicken patties)	Heart Desire (Heart shaped sandwiches)
	Lovers' Delight (Fruit Jello)
Sweet Hearts (Assorted cookies)	Loving Cup (Any hot drink)
	Broken Hearts (Small broken candy hearts)

If a regular menu is served, for a supper or luncheon, these articles can be written on white cards with red ink, and used for a guessing contest while the guests are eating. But if just refreshments are served, use any of the menu or change anything to suit your convenience.

VALENTINE SOCIABLE

Invitations should be sent out for the 14th of February. Each guest is requested to bring a valentine, and as they enter the room, they should drop them into a basket which should be ready to receive them. These can be sent later to some poor school or mission to be given out to poor children, who otherwise would get none. A small room can be fitted up for a studio, and

as the guests arrive, they are invited into this room to have their pictures taken.

A committee should be appointed to do this work. This can be done by having the shadow of the head in profile thrown on a sheet of paper tacked to the wall. The artist then sketches it with pencil and cuts it out. After all have arrived and have had their pictures taken, paper and pencil are passed around, and the guests are asked to guess the identity of each picture.

The pictures are then given to the owners as keepsakes. A nice idea is for the gentlemen to write a valentine verse on the portraits of the ladies, or make up some comic poetry. A sale of hearts is also a cute idea.

Buy small hearts with a valentine couplet on each; these being read aloud, each heart is to be sold to the person who first completes its couplet; for instance, " 'Tis better to have loved and lost," the person finishing it as "than never to have loved at all."

The one guessing the greatest number of couplets can be given a small box of heart-shaped candies.

Partners can be chosen for supper by having each lady write her name on a slip of paper, and putting all the slips into a hat; each gentleman will take to supper the one whose name he draws from the hat.

A pretty souvenir can be given each guest in the form of a small heart-shaped valentine.

Refreshments can be suggestive of the day also. They can consist of sandwiches cut in heart-shape, tied with red baby ribbon, bright-red apples, cherry ice, lady fingers, kisses and small heart-shaped candies. A

card on each dish could carry out the idea in the following manner:

Sandwiches—"Heart bread."

Apples—"Love apples."

Cherry Ice—"Frozen heart's blood."

Lady Fingers—"Love's caresses."

Kisses—"Lovers' sweets."

Candies—"Love's sweet compound."

VEGETABLE PARTY

Over the table was an Italian green-grocer's sign, and the smiling attendants were dressed to represent Italian women. The table was loaded with fruits and vegetables, all made of tissue paper. The stock included pumpkins, squashes, cabbages, cauliflower, curly lettuce, beets, carrots, potatoes, tomatoes, radishes, oranges, and grapes. The vegetables sold for five or ten cents, according to size and contents, for each contained a prize. The radishes and grapes were candies covered with the proper shade of paper and tied in bunches.

There was enough mystery about the contents of these artificial vegetables and fruits to make them sell. One person might open a cucumber and find a child's handkerchief rolled within, but if a neighbor bought one, hoping to secure a handkerchief, he would be quite as likely to find a china doll. The proceeds of this sale were donated to charity.

A slip of paper entitled "Vegetables in Disguise" was passed to each guest, and twenty-five minutes allotted for puzzling out the answers. The following is the list the paper contained:

A pronoun preceded and followed by a preposition.
(Onion)

A painful projection. (Corn)
Hard to get out of. (Maize [maze])
What vegetables should see a great deal, and why?
(Potatoes. They have so many eyes)
A basement and a question. (Celery [cellar-why])
Every good Chinaman has my first. My second is to
overload. (Cucumber [queue-cumber])
A bivalve and a vegetable growth. (Oyster plant)
Normal, and a very small piece. (Parsnip)
A small waste. (Leek [leak])
A letter. (Pea[p])
A boy, a letter, and a part of the body? (Tomato
[Tom-a-to])
Yielding water, and connections? (Pumpkin)
To crush. (Squash)
A purple part of the year, and sick. (Lentil [Lent-
ill])
A tour on your wheel, and years. (Spinach [spin-
age])
Hot stuff. (Pepper)
An English dignity, and a platter. (Radish [R. A.
dish])
A hen. (Egg plant)
Tramps. (Beets)

The supper, as one would expect at a vegetable party, consisted of vegetarian dishes only, but it was surprising to find how attractive and how palatable these were.

WASHINGTON'S BIRTHDAY PARTY

Invitations

Ye lads and lassies are bid to a partye
on ye 22nd day of Februarie,
When ye big town clocke doth stricke (—)
In ye towne of (—)

Ye will be met by George and Martha Washington
and ye will meet ye Cabinette of ye Ancient Tyme.

Come promptlye on time so ye will not miss ye phun.
Uncle Sam and Miss Columbia will show ye arrounde.

Decorations

The rooms can be attractively and easily decorated with American flags and red, white and blue bunting. The bunting can be strung from the four corners of the room to the electric light chandeliers, and can be used in various other ways to carry out the color scheme. Old-fashioned candlesticks can be used, and the whole house can be lit up with just candles at the beginning and later on, when they have burned out, the other lights can be turned on. If flowers are to be used, the red and white carnations can be placed in blue dishes to carry out the colors, and will harmonize with the rest of the decorations.

A large white cardboard hatchet, tied with flag ribbon, may be suspended from the ceiling just inside the front door, to meet the eyes of the little guests as they enter.

Small hatchets make nice decorations to be used all over the rooms. You can secure a small hatchet as a

sample from any ten cent store, buy the cardboard by the quantity and cut the hatchets at home from the sample, and it makes it very much cheaper.

Patriotic Table Decorations

No matter where the party or social is held, you can always arrange a pretty table to match the decorations and color scheme of the party.

Streamers of bunting or red, white and blue crêpe paper can be fastened to the chandelier, and brought to the four corners of the table, which should be set directly under the light. A paper lunch set, consisting of table-cloth and doilies and napkins to match can be secured at the large stores; the decorations on them will be pictures of George Washington; also hatchets and cherry trees. This lunch set adds to the attractiveness of the table and delights the children.

Little hatchets can be scattered over the cover and if small cherry trees can be secured from the ten cent store, they are an attractive decoration.

Costumes

There should be a boy and girl dressed to represent George and Martha Washington in old time costumes. If a regular costume cannot be rented for the occasion, they can be dressed in their parents' clothing, with their hair powdered with flour or talcum to make it white.

George should escort the boys to the room where they are to remove their wraps and Martha will take care of the girls and show them to the room provided for them to "primp."

Uncle Sam and Miss Columbia should also be present to take charge of the guests after the games start. When the guests return to the parlor where the games are to be, they are labeled with the names of past presidents for the boys and past presidents' wives for the girls. The labels are pinned on their backs and they are to try and guess who they represent, by remarks made to them and about them by the rest present.

Patriotic Song Contest

Small hatchets are passed with one line each of "America" of the first verse. "My country 'tis of thee" is on one slip, "Sweet land of Liberty" on another and so on for the first verse.

There being seven lines to the verse, there will be seven boys and girls have a line each to match a verse.

Make seven slips on red paper, seven of the same verse on white paper, and so on, until you have the verse written on many kinds of paper to match. All who draw the slip of the same color, blue for example, have to hunt up the other guests who have the blue slip, and all seven get in a group and sing the first verse of "America."

Those who have the other colors, match and do the same, until all groups have sung their verse. The group that sings the best in the eyes of three judges are each to receive a small hatchet.

Patriotic Tableaux

A unique patriotic tableau can be carried out by having the whole company sing the patriotic song

"Columbia, the Gem of the Ocean, the home of the brave and the free," and after the first verse is sung, open sliding doors or pull back a curtain, all of which is planned and arranged beforehand, and disclose "Miss Columbia," seated on a baby's high chair, or a high piano stool or seat of some kind, waving the "Red, white and blue," and "Uncle Sam," standing beside her with his high hat in his hand.

Another one can be, if you can have two or three boy scouts present and plan beforehand to have them wear their scout suits, and while the company is singing "Tramp, tramp, tramp, the boys are marching," the boy scouts can march back and forth in full step and if they can give an exhibition with rifles it will add to the scene.

"Tenting on the Old Camp Ground" can be acted out by the boy scouts. If no scouts are present others will do. Have the crowd sing the first verse and chorus, and open the curtains and the boy scouts can be stretched out on the floor asleep, with blankets over them.

This will please the guests, and they are always willing to carry out anything like this when they like it.

Cherry Refreshments

A large punch bowl in the middle of the table contains cherry punch, with red and white cherries floating on the top. The punch is made of strong lemonade with a can of red and a can of white cherries floating, added to it.

If a punch bowl cannot be secured, a large crock

or pan, or even a dish pan can be used, by covering with the crépe paper.

Paper napkins with the appropriate design can be used instead of cloth ones. If something more elaborate is desired for refreshments, red and white cherry ice-cream can be served on blue dishes, with little squares of white cake, with a candy cherry on to carry out the cherry refreshments.

When ready to serve, tell the presidents they are to find their partners for refreshments. Thus, President McKinley will have to find Mrs. McKinley and President Hayes will look for Mrs. Hayes and so on till all go in pairs for refreshments.

Other Diversions

If anything else is desired, before the evening is over, have some one recite, "Washington Crossing the Delaware," or an "Oration on Washington," or "The Cherry Tree," or songs on Washington can be sung, or anything which carries out the Washington or Patriotic suggestion.

WEDDING ANNIVERSARIES

In planning for anniversaries there are many and unique ways in which they may be carried out. Everything that accompanies the anniversary being celebrated should be used. Always use a decided color and try to carry out the color scheme in the refreshments, the decorations, and the costumes. There are many suitable suggestions in the book from which to choose,

in the way of both decoration and entertainment, besides the following.

First Anniversary—Cotton Wedding

The invitations for the cotton wedding may be written in ink on well-starched cotton cloth. Cut the pieces to fit regular-sized envelopes. You may request the guests to wear cotton costumes, if you wish, to add to the effect. Decorate the rooms with cheese-cloth of several colors gracefully festooned about the walls, and with the Southern cotton-balls if you can get them. The married couple may stand under a canopy made of wire covered with cotton wadding to represent snow, and wear cotton costumes, and the wife may carry a bouquet of cotton flowers. Artificial flowers made of cotton may be used, too, for decoration. Cover the refreshment table with cheese-cloth, and have place-cards written on prettily decorated pieces of starched muslin. You could have a Spider Hunt for an appropriate entertainment. For this, as you probably know, you provide balls of cotton twine, and wind the twine all over the house. The guests have to untangle their respective balls, and wind them up until they come to the end of the string, where a gift is discovered. The gifts should be pretty conceits made of cotton—shoe-bags or work bags of pretty cretonne for the women, and picture frames of cretonne for the men, etc.

Second Anniversary—Paper Wedding

The second year is celebrated as a paper wedding. There are many ways a house can be decorated with

paper. Pretty colored paper shades can be made for all the lights, flower-pots can be trimmed with fancy crêpe paper, butterflies can be made from stiff colored paper, doilies can be designed from fancy paper, and paper napkins can be used in many ways. Whatever is used for refreshments paper napkins can be placed on each dish under the food; tumblers can be wrapped around with paper and tied with a dainty little ribbon. Plenty of paper flowers can be used for decorations. The table-cloth may be of paper, edged with paper lace, the centerpiece of paper roses, the candle-shades composed of their petals, while the ices may be served in boxes held in the hearts of paper roses. For entertainment, large mottoes containing paper caps may be distributed. These should be put on, and with their assumption a character impersonated by each wearer appropriate to the headgear. The guesses are recorded in paper booklets and the person most successful may receive a prize—a book or any paper trifle.

Fourth Anniversary—Leather Wedding

The fourth year is observed as a leather wedding. Invitations sent out for this anniversary can have a small piece of leather enclosed in envelope. A unique idea is to have a leather saddle hung in the center of the room, with a leather whip and riding gloves. As souvenirs small pieces of leather with the date of the wedding, also the date of the anniversary, stamped or written upon them, and tied with white baby ribbon, may be distributed. Small leather calendars can be made, also heart-shaped leather pen-wipers with small paintings on them. Appropriate presents for the mar-

ried couple would be leather purses, hand-bags, shoes, satchels, pocketbooks, lunch boxes, traveling cases, etc., and do not forget a leather smoking case for the host.

A burnt-leather box or basket filled with yellow flowers or growing ferns would not be ill-adapted for a centerpiece for the refreshment table, and leatherette receptacles, if made in sections tied together with ribbons matching the flowers, would be pretty for the bon-bons, cakes and salted nuts.

The place-cards may be of leather with the names in heavy gilt lettering.

A game or contest is usually enjoyed, and the award of a trifling prize to the victor makes a pleasant climax to the evening's fun. In this case the articles should, of course, be of leather.

Fifth Anniversary—Wooden Wedding

A description is given of an actual wooden wedding anniversary celebrated recently. The invitations were printed on paper that looked like wood. In fact it looked so much like it that it could hardly be told from wood. For decorations as much real wood was utilized as possible. In one large archway were hung twelve wooden plates, each with a painting on, and joined with white ribbon. Twelve young ladies served on the reception committee and the twelve plates were given them as souvenirs before they departed. In another archway there was a toothpick curtain which attracted much attention. This was made on silk cord with the toothpicks tied about two inches apart, crossways, with a small loop in the cord. They were draped back and

tied with a bunch of silk cord. In the small doorways were clothes-pin curtains. A large wire bell, covered with shavings and goldenrod, hung from a canopy of the same, under which the bride and groom stood to receive their guests.

A large wooden flower-stand was placed in the reception hall and it was banked with goldenrod and cut flowers, with a large palm on top shelf. Several wooden bowls and baskets of goldenrod and cut flowers were scattered about the house. On the mantels, stands, table, buffet, and piano, were large palms and goldenrod. All the chairs had been moved out of the house, except in the dining-room, where they were arranged around the wall. In the center of the room was the polished table, with neat doilies, and for a centerpiece was a large yellow cake with the figure "5" in wood. This cake stood on a high cake-stand and around the edge of the stand were a row of clothes-pins, the kind with a spring, and a row of toothpicks sticking all around the edge of the cake. On two corners of the table were little wooden shoes filled with cut flowers, and on the two diagonally opposite corners were large apples stuck full of toothpicks. The guests were seated in the dining-room for refreshments and as soon as it was filled, the reception committee closed it with a large rope of goldenrod across the doorway. For refreshments ice-cream and cake were served on wooden plates with wooden spoons. The ice-cream was made to look like wood, the caterer using a mixture of vanilla, chocolate, bisque and lemon flavors. The different kinds of cake were also made to look like different kinds of wood, such as walnut, oak, cherry, and so forth. The sou-

venirs were large wooden butter moulds on which were printed the year of marriage and the year of celebration. An orchestra of eight pieces played all through the evening, under a canopy of white cloth on the porch, the porch being carpeted and curtained like a room.

Seventh Anniversary—Woolen Wedding

The woolen wedding comes with the seventh anniversary. The material is not effective, but the invitations may be worked in crewels on perforated cardboard.

The "cobweb party" might be revived, using colored yarns instead of cords, and placing a "fortune" as well as a favor at the end of each. Some unfortunate swain might, perhaps, find a huge worsted mitten, guided in his choice of yarn by one in the secret to insure its selection by a man.

On the refreshment table a large wedding-cake crowned by a "Bo-peep" doll with her flock of toy sheep would suggest the "woolly" idea.

Tenth Anniversary—Tin Wedding

These wedding invitations can be written or printed, and sent out ten days beforehand, either enclosing a piece of tin, or wrapped in tin foil.

The bride and groom should receive their guests, the bride carrying her bouquet in a tin funnel. The groom can wear a small tin horn in his buttonhole with a small bouquet. The author intends to celebrate her tin wedding this fall, and this is what she intends to have.

For refreshments, will serve coffee in tin cups, with tin spoons, and dainty sandwiches on tin plates; will pass water in a tin pail, using a tin dipper. All refreshments will be passed in tin pans, the waiters will use tin coffee pots to refill the coffee cups. For a centerpiece for the table, will use a large tin cake pan, with an opening in the center, in which a small fish horn can be placed, the cake pan and fish horn both being filled with flowers. Shall decorate the rooms with tin as far as possible. In one archway shall use tin plates tied together with ribbon, a small hole being punched in the plates for the purpose. This will form a curtain for one archway. In another archway shall use tin cups for the same purpose. Tin candlesticks can be used, if one is fortunate enough to have them. Wire toasters tied with ribbon can be hung on the walls to hold photographs. Small tin spoons tied with ribbons can be given as souvenirs, being passed around by the waiters, in a tin dust pan.

Potted plants can be set in tin pails, and tin cans can be used for bouquets. A tin wash basin can be passed for a finger bowl. Tin foil can also be used with which to decorate.

Twelfth Anniversary—Linen Wedding

The invitations are written on squares of linen in indelible ink, and the name cards are also of linen. Linen is used freely about the rooms, linen lace working into decorative schemes most effectively. The flax flower is, of course, conspicuous whenever it can be obtained. The artificial flower may be used in many places, as well as the natural blossoms. The center-

piece, doilies, etc., used on the table should be embroidered with flax flowers in natural colors.

Fifteenth Anniversary—Crystal Wedding

The invitations may be decorated with drawings of small hand-mirrors, tumblers, etc., and for the ornamentation of the house every conceivable kind of glass vessel and mirror may be used. In the table decorations cut or pressed glass should be prominent. In the center of the table a small mirror might be placed, with a large glass bowl upon it filled with flowers. Red carnations with red candle-shades make a very effective color scheme for the crystal background. Little cakes with red icing, red bonbons, and red place-cards may also be used. The refreshments should be served on glass dishes, the waiters using glass trays if possible. Tiny glass bottles each containing a red carnation and a sprig of smilax make very appropriate souvenirs. Should the bride desire an appropriate gown for the occasion, it may be trimmed with quantities of glass beads or the glass drops from a chandelier. Those who assist in receiving might also be similarly garbed.

Twentieth Anniversary—China Wedding

A good idea for a china wedding would be to have a course dinner and display all one's china. Use china wherever it can be used instead of silver, glass, or other dishes. Have plants and flowers displayed in china. A unique idea would be to give each guest a tiny china cup and saucer as a souvenir.

Any of the parlor entertainments or contests de-

scribed in this volume may be used to pass the time pleasantly either before or after the dinner.

Twenty-Fifth Anniversary—Silver Wedding

The invitations to a silver wedding should be headed by the two eventful dates printed in silver.

For the decorations, use any flowers which may be in season, surrounding the mirrors and pictures as far as possible with a framework of green spangled with silver. Cover all the lamps and gas shades with white crêpe paper flecked here and there with silver, and suspend balls covered with silver paper from the chandeliers.

Let the daughters in the family, and the granddaughters if there be any, wear gowns of simplest white, with draperies of silver tinsel. If there happen to be any grandchildren it would be well to have them distribute the favors, which may be bouquets of flowers tied with white ribbons.

The refreshments should be served shortly after the guests arrive. A suitable way to announce that supper is served will be to have the wedding march played, when the bride and groom of the evening may be requested to lead the way to the dining-room.

The supper-table should be lighted with white candles in silver candelabra, and the snowy table-cloth be crossed diagonally with white satin ribbon edged with silver. Upon a pretty centerpiece of silver-spangled tulle may be placed a silver or glass bowl containing twenty-five white roses. Dishes of white cakes and candies, and old-fashioned mottoes covered with silver paper may be scattered plentifully about the table.

The large cake should be decorated in white and silver, and placed upon a silver dish in front of the bride of twenty-five years ago, who alone should be permitted to cut it.

There is no limit to the presents which may be sent in honor of a silver wedding, but no guest need be deterred from appearing because of her inability to send a present; her good wishes will please the host and hostess quite as well as an elaborate gift.

Pretty souvenirs of a silver wedding are bookmarks of white satin ribbon, upon each one of which is printed in silver the name of the guest and the dates of the anniversary he or she has been helping to celebrate.

Fiftieth Anniversary—Golden Wedding

Invitations to a golden wedding should be written or printed on golden hued cards. Let the bride wear a dress of golden hue, or, if she dislikes such bright colors, let her use plenty of yellow flowers in her hair and on her dress. The groom should also wear yellow flowers. Two armchairs decorated with straw might be used for the seats of honor. Have the home decorated with goldenrod if in season, if not, any yellow flower can be used; if the season for sunflowers, they are very pretty for decoration. Let those who help serve wear yellow dresses or plenty of yellow flowers. A large yellow cake could be used for a centerpiece, banked with yellow flowers; use brass candlesticks with yellow candles. Plenty of flowers or yellow paper should be used for the lamp shades and picture frames. Refreshments might consist of yellow cake, lemonade,

and yellow candy. Pretty souvenirs would be a yellow carnation for each guest.

WHITE RIBBON SOCIABLE

Invitations should be similar to the following:

*Yourself and friends are cordially invited to attend a
White Ribbon Sociable
Given by the Y. W. C. T. U. at the home of the
President, Miss Blank,
Monday evening, September 10, 19—.*

Have a small white ribbon bow tied on the corner of the card. Of course all members of the society should wear their white ribbons. All who serve on the reception committee should wear a large white ribbon rosette. Also have a white ribbon quartet for the musical part of the program, and have each one wear a large white ribbon bow on the left breast. Have plenty of white flowers for decoration, also use anything white that can be used in any way to help decorate. Have a large bowl or white dish in center of dining-table with small white baby ribbons hanging over the edge, one for each guest you expect. Tie to the end of each ribbon a small slip of paper bearing instructions as to what each one is to do. Each guest is to pull out a slip, see what he is to do, and then proceed to do it at once. Cover the top of the dish neatly with white tissue paper. Wafers can be served tied with narrow white ribbon, also coffee or cocoa, or if in summer serve lemonade.

The following suggestions may be used for the slips of paper:

1. Act in pantomime a doctor's visit.
2. Make a dunce cap and put on head of dignified person.
3. Deliver an oration on George Washington.
4. Sing "Mary had a little lamb," in operatic style.
5. Draw a correct picture of a cow.
6. Tell a funny story.
7. Sing a lullaby to a sofa cushion.
8. Sing a comic song.
9. Compose a rhyme with four lines.
10. Tell a pathetic story.
11. Make a shadow picture of a man's head on the wall with the hands.
12. Show how a small boy cries when a hornet stings him.
13. Sneeze in five different ways.
14. Shake hands with ten different persons in ten different styles.
15. Recite "The boy stood on the burning deck," in dramatic style.
16. Laugh ten varieties of laugh.
17. Imitate the sounds made by two cats fighting.
18. Show how a man acts when he is lost in Boston.
19. Smile ten different smiles.
20. Tip your hat in ten different ways to ten different people.
21. Show how a dude walks.
22. Auction off an overcoat.
23. Try to sell a book as if you were a book agent.
24. Show how a boy writes his first letter.
25. Name ten things you could do with a million dollars.

WHY WE NEVER MARRIED

An Evening's Entertainment to be Given by Seven Maids and Seven Bachelors

Although this entertainment is here planned to include fourteen people, the number of those who take part in it may, of course, be reduced to as few or increased to as many as desired, either by omitting one or more of the couples already provided for, or by including more couples and composing additional verses for them.

The characters appear seated in a semicircle, a young man first, then a young woman, and so on alternately, beginning at the right as one faces the audience. Each one is dressed in a fashion appropriate to the character represented. Starting with the first young man at the right, each advances in turn to the front and recites.

Number one says:

“ Of all the girls that ever I knew,
I never saw one that I thought would do.
I wanted a wife that was nice and neat,
That was up to date, and that had small feet;
I wanted a wife that was loving and kind,
And that hadn’t too much original mind;
I wanted a wife that could cook and sew,
And that wasn’t eternally on the go;
I wanted a wife that just loved to keep house,
And that wasn’t too timid to milk the cows;
I wanted a wife that was strikingly beautiful,

Intelligent, rich, and exceedingly dutiful.
 That isn't so much to demand in a wife,
 But still she's not found, though I've looked all my
 life."

Number two next recites:

"The only reason why I've never wed
 Is as clear as the day, and as easily said:
 Two lovers I had who'd have made me a bride,
 But the trouble was just that I couldn't decide;
 Whenever John came I was sure it was he
 That I cared for most; but with Charlie by me,
 My hands clasped in his, and his eyes fixed on mine,
 'Twas as easy as could be to say, 'I'll be thine.'
 Now tell me what was a poor maiden to do,
 Who couldn't, to save her, make choice 'twixen the
 two?
 I dallied and dallied, and couldn't decide,
 Till John, he got married, and Charlie, he died;
 And that is the reason why I've never wed;
 For how could I help it, as every one said,
 When John, he was married, and Charlie was dead."

Number three now speaks:

"I have never proposed to any girl.
 Was I to be caught in the snare of a curl,
 And dangle through life in a dizzy whirl?

"Humph! I know too much for that by half!
 I may look young, but I'm not a calf;
 You can't catch a bird like me with chaff.

“ I know their tricks, I know their arts,
 I know how they scheme to capture hearts ;
 I know they can play a dozen parts.

“ How do I know so much, you ask?
 To reply to that isn’t much of a task ;
 For if you must know, O madams and misters,
 I’m the only brother of fourteen sisters.”

Number four advances and says :

“ My lovers came from near and far,
 And sued before my feet ;
 They told me I was like a star ;
 They said that I was sweet ;
 And each one swore if I’d accept
 His heart and eke his hand,
 That he would be the happiest man
 Throughout the whole broad land.
 But one proud youth remained aloof,
 And stood untouched, unmoved ;
 Oh, bitter fate ! he was the one,
 The only one I loved !
 I tried on him each winning charm,
 I put forth every art,
 But all in vain ; he turned away,
 And took with him my heart.
 This is the reason I am left
 Alone upon the tree,
 Like withered fruit, though not a pear ;
 Oh, would that I might be ! ”

Number five recites these lines :

“ The only reason why I’ve never married

Is because all my plans for proposing miscarried ;
 I wouldn't propose till all was propitious,
 Till I felt pretty sure that the signs were auspicious.
 More than once I've been moved to propound the fond
 query,

‘ Won’t you tell me you love me, my beautiful dearie ? ’
 When just at that moment came something or other,
 A ring at the bell, or a call from her mother,
 Or the sudden approach of her infantile brother,
 My words to arrest, my intentions to smother ;
 And once, when a few leading questions I’d asked,
 She laughed as if jokes in my questions were masked ;
 I couldn’t conceive what had caused her commotion,
 But ‘twas so disconcerting I gave up the notion ;
 Although I felt certain as certain could be,
 That whatever she laughed at, it was not at me . ”

Number six then says :

“ From my earliest years
 I’ve had an intuition
 That I was intended
 To carry out a mission.
 Whatever it might be
 I hadn’t the least notion,
 But I searched for it faithfully
 From ocean to ocean.
 For a while I kept thinking
 That I was surely meant
 To preach to the heathen,
 But I never was sent.
 Then the surging thoughts and feelings
 That upon me seemed to press

BRIGHT IDEAS FOR ENTERTAINING 287

Surely proved beyond all question
That I was a poetess;
But the editors were cruel,
They were stonily unkind;
And their inappreciation
Drove the notion from my mind.
Now I'm sure that I'm a speaker;
'Tis my latest great impression;
And I'd like to prove it to you,
If I might without digression;
But whatever is my mission,
I've been certain all my life,
That 'tis something higher, nobler,
Than to be a slaving wife."

Number seven speaks thus:

"I used to call on Mary Jane
When I was seventeen;
And Mary Jane was fond of me,
Though I was rather green.
One day I told her why I came,
And what was my intent;
And then she said that I must go
And get her pa's consent.
Her pa, he was a mason rude,
Well used to handling bricks,
And when I came to talk with him
My courage went to sticks.
'K-kind sir, may I have M-Mary Jane?'
I asked with gasp and stutter;
Then came an earthquake, then a blank —
I went home on a shutter.

I never married Mary Jane,
 The maid whom I'd selected;
 The reason was because her pa—
 Well, so to speak—objected."

Number eight next advances:

"I fully intended a bride to be,
 But Richard and I could never agree;
 He fussed at me daily in faultfinding mood,
 And I picked at him though I knew it was rude;
 He thought that a woman ought always to do
 Just what her husband wanted her to,
 And I was as set and decided as he,
 That that way of life would never suit me;
 And so we kept wrangling all summer and fall,
 And at last we agreed not to marry at all;
 And that is the reason you now find me here,
 Feeling cheap, I admit, and I once was so dear."

Number nine speaks as follows:

"Could I give up all the pleasures
 That a single man may claim?
 Could I see my bachelor treasures
 Sniffed at by a scornful dame?
 Could I have my choice Havanas
 Bandied all about the place,
 Strewn around like cheap bananas,
 Looked upon as a disgrace?
 Could I bear to find a hairpin
 Sticking in my shaving-mug?
 Or a pair of high-heeled slippers
 Lying on my Persian rug?"

Would I want my meditations
 Broken up by cries of fright
 At a mouse or daddy-long-legs,
 Or some other fearful sight?
 No, I couldn't, and I wouldn't,
 And I didn't, as you see;
 Of every life, the bachelor's life
 Is just the life for me."

Number ten says:

"My lovers were plenty
 As plenty could be;
 But of the whole number
 Not one suited me;
 John was too fat,
 Joe was too thin,
 And George, who'd have done,
 Was without any 'tin';
 Dick was a sinner,
 And James was a saint,
 Who, whenever I shocked him,
 Looked ready to faint;
 Charles was quite handsome,
 The likeliest yet,
 But he always was smoking
 A vile cigarette;
 That I'm very particular
 'Tis easy to see,
 Which all should remember
 Who come to court me."

Number eleven now advances:

"First it was Carrie who claimed my heart,

And I thought from her I never would part;
Then it was Rose, with her winsome eyes
Of an azure as deep as the tropic skies;
And next it was Alice, so mild and meek;
I loved her fondly for nearly a week;
Then came Elizabeth's fickle reign,
And after her Mary and Kate and Jane;
A dozen more for a time held sway,
Sometimes for a month, sometimes for a day;
And yet I'm not married; for, truth to tell,
I could make no choice, I loved all so well."

Number twelve speaks thus:

"I never would marry
The best of men;
Though they've tried to persuade me
Again and again;
I know too well
What's good for me
To wed any man,
Whoever he be;
If he tells you he loves you,
He means to deceive you;
If he says he'll be faithful,
He's planning to leave you;
You may think him as meek
As ever was Moses;
You may think him as sweet
As a garden of roses;
You may think him as good
As good can be;
But just remember

One word from me;
 Whatever they seem
 To be or have been,
 You just can't tell
 One thing about men."

Number thirteen and number fourteen advance together, and the former speaks first as follows:

"I've been in love with lots of girls,
 A bachelor's life I hate;
 I've all the time that I could want
 To find and win a mate;
 I've never come in contact with
 A brick-objecting pa,
 Or been deterred by brothers small
 Or loudly calling ma;
 I've never found it hard to choose
 With whom I would be mated;
 Oh, no, 'tis quite another cause —
 I'm not appreciated;
 I've popped the question o'er and o'er,
 But if you will believe me,
 There wasn't one of all of them
 That I could get to have me.
 And that is why I'm left alone,
 Now love's young dream is gone,
 To darn my hose and mend my clo'es
 And sew my buttons on."

Then number fourteen says:

"My friends have all told you the reason why they
 Keep on in a lonesome, old-maidenly way,

Without any husband to lighten their loads,
 Without any helper to smooth the rough roads;
 I, too, am unmarried, but not for the causes
 That they have all stated in rhythmical clauses:

My lover didn't die,
 And he never went away;
 My father didn't stand
 A moment in my way;
 I've never quarreled once,
 Nor been bothered to decide,
 But I've got a first-class reason
 Why I've never been a bride;
 At any kind of mission
 I wouldn't even glance;
 The simple truth is this —
 I've never had a chance;
 Other folks, I s'pose, have had 'em,
 But they've never come to me;
 Though I don't see why they shouldn't,
 For I'm willing as can be;
 And all I've got to say is,
 And I say it frank and free,
 If you think I won't get married,
 Just you question me and see.”

At the close of number fourteen's recitation, all rise and stand in two rows, facing each other, the ladies in one row and the gentlemen in the other. The gentlemen then recite in concert as follows:

“ Since we all are yet unmated,
 And are getting on in years,

Why not now decide the matter
By dividing up in pairs?
If I ask you to accept me,
And my lonely life to bless,
Will you? Will you? Will you?"

Ladies in chorus:

"Yes!"

WIFE OF SANTA CLAUS

AN ENTERTAINMENT FOR THE SUNDAY-SCHOOL

The Sunday-school, school or club is assembled; the stage is concealed by a curtain, and the Christmas tree, which is near the stage, by another curtain or screen. The tree is decorated in the usual manner, minus the gifts, which are concealed near the stage ready to be delivered when the right time comes. The tree need not be lighted until the closing of any preliminary exercises that have been arranged. After lighting, the tree should be exposed to the view of all. When the children have gazed at it for a few moments, the superintendent or some other suitable person should come forward, as if to distribute the gifts as usual. He should survey the tree attentively and from different standpoints, and finally, with great astonishment, exclaim:

"Why, what in the world does this mean? What strange thing is this? What is the matter with my eyes? [*Rubbing his eyes to see better.*] I can't see! As true as I live, I cannot see a single Christmas gift upon this tree! Think of it, a Christmas tree with no presents! Am I growing blind? [*Rubbing his eyes again.*]"

"Do you see any? [Turning to any child near.] Well, I thought so! It is too true, children, that although we have a Christmas tree, and a fine one, too, there is not a single gift upon it; no, not even a little one for a little bit of a girl! Now, this is altogether too bad for Santa Claus to forget this Sunday-school—when we've gotten all ready for him, too, lighted the tree and decorated it so beautifully! It isn't a bit like him, either. He never did such a thing before. He can't have forgotten us. The blessed old Saint wouldn't do that! Maybe his reindeer are lame and he is slow in getting here. No! He would have sent Jack Frost on ahead to tell us to wait. Let me think a moment. It can't be that any of you children have been so naughty that he thinks we don't deserve a visit from him, can it? No, no, that cannot be; it is a mistake, somehow. It is very mysterious; I never heard of the like before—no, never —

"Well, what are we going to do about it, anyway? Can't some one speak up and explain this mystery, or at least tell us what to do to celebrate Christmas?"

At this juncture the sound of sleigh-bells is heard at the back or side of the stage, and a loud "Whoa!" and a shrill whistle. There is an instant of bustling, crunching of ice, stamping and pawing of feet, then the door bursts open suddenly, as if by a gust of wind, and a nimble little fellow bounces in, clad all in red and flecked with tufts of cotton on cap and shoulders to look like snow. He wears a high, peaked cap of red with a bobbing tassel on the peak, and carries a long thong whip, which he flourishes as he repeats:

“ Ho for us! hey for us!
Please clear the way for us!
I’m Jack Frost from Icicle-land,
Driver of Santa’s four-in-hand;
Though late you will ask no excuse.”

With a flourish he draws back the curtain, announcing “Mrs. Santa Claus!” There, with a mammoth pumpkin standing by her side, is seen a beaming-faced little fat woman. She is dressed in a fur cloak, or fur-lined circular turned wrong side out, an ermine poke bonnet, made of white cotton-wool, with black worsted tails, and an immense muff of the same. She steps forward, and in a dramatic style delivers this address:

Mrs. Santa Claus’s Address

“ Good-evening to you, children dear;
I know you cannot guess
The reason I am here to-night,
And so I’ll just confess
That I am Mrs. Santa Claus—
Old Santa Claus’s wife;
You’ve never seen me here before,
I’m sure, in all your life.

“ So if you’ll listen patiently,
I’ll tell the reason why
Old Santa could not come to-night,
And why instead came I;
He is so very busy now,
Has so many schools—you see
He can’t find time to visit all,
And deck each Christmas tree.

“And so he said unto his wife:
 ‘My faithful partner dear,
 That Sunday-school’s expecting me
 To help keep Christmas cheer ;
 As I can’t possibly reach there,
 I’m disappointed quite ;
 I know that they will look for me
 With shining eyes so bright !’

“I, Mrs. Santa, thus replied :
 ‘Please let your better-half
 Go visit that nice Sunday-school ;
 ’Twill make the children laugh.’
 This plan just suited Santa Claus ;
 He sent Jack Frost to drive ;
 He knew what fun ’twould be for me
 Among you thus to arrive !

“And so, lest him you should forget,
 That blessed, dear old fellow
 The queerest Christmas gift sends you,
 This pumpkin, big and yellow ;
 He hopes that when you cut it up
 You’ll quite delighted be,
 To find the inside quite different
 From what you’re used to see.

“Now if the shell is not too hard
 I’ll cut it open wide,
 That you may see with your own eyes
 This curious inside. [She cuts it open.]

Ah, yes! we've found the inside now,
And so present to view
This fairy, who, from Wonderland,
Has come to visit you."

The fairy, a little girl dressed in white, with a wand, and wings, if possible, skips out of the pumpkin and recites:

" Yes I am a fairy, a genuine fairy,
And if you cannot tell why
I've come in this pumpkin, this big yellow pumpkin,
The reason to guess you may try.

" I bring you sweet tokens, yes, many fond tokens,
Of love and sweet friendship true;
From sisters and brothers, fathers and mothers,
And many dear friends who love you.

" So here are your presents, your own Christmas presents,
With which you may now deck your tree,
So please to remember the bright Christmas fairy,
The bright Christmas fairy you see.

" I wish you 'Merry Christmas,' a real merry Christ-mas,
And also a 'Happy New-Year;'
If you love one another, each sister and brother,
No harm from the fairies you'll fear."

The gifts are then distributed by the fairy, who appears to take them from the inside of the pumpkin. Unless the children are too small, and likely to be timid, they should go forward to receive their gifts when their names are called by the fairy, who apparently knows them all by name, but who is prompted by some one reading from a list standing behind the curtain close by her side. Jack Frost whisks about helping the fairy hand out the gifts and assisting the wee ones to get down off the stage with their bundles. During Mrs. Santa's address he might carelessly perch himself upon the pumpkin.

The pumpkin is made with a strong wire frame (can be made at any hardware store), and covered with a deep yellow cambric with an occasional green smutch painted upon it. It is in two hemispheres and is tied together strongly at the bottom and loosely at the top, so that the fairy inside can easily loosen the top string and step out when Mrs. Santa cuts open the pumpkin with a large carving-knife.

In case it is not practicable to have a pumpkin-frame made, substitute for it a gigantic snowball made of cotton-wool, covered with diamond-dust to sparkle like snow-crystals. Two large old-fashioned umbrellas that are dome-shaped will serve very nicely for the frame of a spherical ball, if the tips or the ribs are wired together. It should then be covered inside and outside with white cloth on which the cotton batting can be basted. With such an arrangement it would be necessary to dispense with the fairy, but the little folks might have the surprise of seeing the snowball slowly open at a snap from Jack Frost's whip, disclosing a

nest of smaller snowballs. These Jack Frost might toss to the children and, when opened, they might be found to contain candy and nuts.

WISH-BONE GOOD LUCK PARTY

Decorations

The decorations of the rooms upon the evening of the party were appropriate to the occasion. Horseshoes gilded or covered with tin-foil hung over the doors and window-curtains, and depended from the chandeliers, which were draped with festoons of ribbon ornamented with wish-bones and horseshoes of all sizes cut from gilt paper. Large red and gilt hearts were also used as decorations, hanging from pictures and curtains, while red-shaded lamps and candles gave the room a cheery glow.

Good Cheer Contest

Each guest was given a typewritten card. On the card were questions to which the answers must be guessed, and opposite each question was its number. Pencils were attached to the cards by gay ribbons. The questions all had to do with "good cheer" and were compounded of the homely wit and philosophy of the world, such as:

(1) Who said

"A merry heart doeth good like a medicine" ?

(2) Who said

"I am the master of my fate,
I am the captain of my soul" ?

(3) Who said

“ That men may rise on stepping stones
Of their dead selves to higher things ” ?

(4) Who said

“ All are architects of Fate,
Working in these walls of time ” ?

(5) To whom were attributed the lines

“ Fain would I climb, yet fear I to fall.”
“ If thy heart fails thee, climb not at all ” ?

(6) From what part of the country comes the expression

“ It’s dogged as does it ” ?

Key: (1) King Solomon. (2) William Ernest Henley. (3) Lord Alfred Tennyson. (4) Henry Wadsworth Longfellow. (5) Sir Walter Raleigh and Queen Elizabeth. (6) From New England.

Cardboard Checks

As soon as the answers had been guessed or partly guessed, those present were given small cardboard checks with numbers on them, the one who guessed most getting No. 1, the next No. 2, and so on. The guests were then asked to step, one at a time, into the next room, where their hostess had a surprise in store for them. They were to take from that room anything with numbers corresponding to the checks they had in hand. On a long table in the room they entered were ranged a goodly number of passe-partout mottoes, proverbs and verses. Some were home-made, the verses

having been clipped from magazines or newspapers and then mounted and framed. All conveyed distinct messages. Each bore a ticket with a number. Some were brief quotations from Carlyle or Stevenson; all of Henley's poem, "I am the master of my fate," was given, and Kipling's "If" was made in a long, slender panel to hang against the wall. Stevenson's "If I have faltered more or less in my high task of happiness" was another poem of just the right length. There were humorous quotations from "Mrs. Wiggs of the Cabbage Patch" and from "Rebecca of Sunnybrook Farm." There was also Edward Everett Hale's "Look up and not down. Look forward and not back. Look out and not in. And lend a hand!"

Dining-Room Decorations

A large screen standing in front of the dining-room doors was decorated with artificial clover blossoms. In the dining-room similar decorations prevailed. In the center of the dining-table, upon a centerpiece embroidered with the emblems of good luck, stood a candelabra bearing green and white candles. Encircling the centerpiece was a large horseshoe of cardboard; outlining it were small glasses resting on green paper clover leaves.

"Good Luck" supper was served in an adjoining room. Directly over the table, suspended from the chandelier, hung a floral horseshoe. In the center of the table and at each end were fairy lamps surrounded by smaller horseshoes. The guest-cards were square envelopes, at one side a painted horseshoe, and below, "When Good Luck knocks at the door let him in and

keep him there." The souvenirs were clover-leaf stick pins, and everything connected with the supper bore a symbol of good luck.

Good Luck Refreshments

At each corner of the table was a plate of delicious sugar cookies baked in the shape of four-leaf clovers; each one was topped with a gilded wish-bone. The guests were served chocolate and sweet crackers, nuts and bonbons. The chairs were arranged around the room in the form of a horseshoe.

Good Luck Wishes

Wish-bone

Make a wish for happiness
On the first star seen alone,
But make a wish to meet your fate
On a slender white wish-bone.

Good Luck Penny

Do not despise my copp'ry hue,
Or mourn your lack of gold,
For fate will e'er be kind to you
While a penny for luck you hold.

For a Horseshoe

Hang me on a rusty nail
Above your door quite high,
All good luck will enter there
And bad luck will pass by.

Extra instructions to go with party:

Wish-bone Easels

Glue the back of the head of your wish-bone to a strip of cardboard an inch wide at the bottom, narrower at the top, and the same length as the bone. This makes the wish-bone stand up. Half an inch from each end at the bottom paste two tiny cardboard hooks, standing out about a quarter of an inch from the wish-bone. These hooks hold the place-cards. After the glue is thoroughly dry, gild the tiny easel, standard, hooks and all.

Wish-bone Game

If you have some wish-bones left, you can play a jolly game with them. Cut as many lengths of red ribbon as there are guests. Tie these ribbons in ever so many hard knots, knotting a wish-bone in the middle of each. If you have not enough wish-bones, you may tie a little brass ring in each knot. One of these knotted ribbons is then given to every person who is playing the game, and the one whose nimble fingers first untie all the knots wins a prize.

Good Luck Auction

Before the guests depart for home hold a "Good Luck Auction." Let them bid for packages of various shapes and sizes. As many packages are provided as there are guests. Each package is wrapped in white tissue-paper and tied with red-white-and-blue ribbon. Some are suspiciously large, others ridiculously small, and there are round, square and oblong ones. Provide

each guest with a number of round paper dollars, cut from cardboard, which represents his or her means for bidding. The auctioneer surrenders the packages to the highest bidder. When unwrapped, these packages are found to contain such good luck symbols as horse-shoes, good luck pennies, four-leaf clovers, and blue-birds, and in each you must place a clever little jingle.

The Game of "Wishes"

The game of "Wishes" is capable of causing a lot of interest. Each player is furnished with a sheet of paper bearing the caption "What Do You Wish" and a pencil. Five minutes are given in which to write three things which one desires earnestly. The "Wishes" must be signed with the name of the writer.

Then the sheets of paper are collected and shuffled and redistributed, so that no one receives the paper which he or she has written. Then fifteen minutes are given in which the person who now possesses the paper must tell the individual who has written the "Wishes" how to get what is wanted. But this time there is no signature to the advice.

SCAVENGER HUNT

In this game the guests are divided in advance into two teams, and lists prepared for each group. The object is for each team to collect as many of the items on its list as possible within a set time—usually about one hour. The team most nearly completing its list, or first completing it, should be awarded prizes.

Suggested items for the list:

A broken shoe-string	The G-string of a violin
A worn out automobile tire (Specify the brand)	A horseshoe
A lock of blond hair	The claw of a cooked crab
The cap from a Coca-cola bottle	Yesterday's restaurant menu
A cancelled five-cent stamp	An empty iodine bottle
A left-hand glove with two holes in it	An aspirin tablet
A rusty nail	A shoe-horn
A toothpick	A live chicken
A live cat	A broken cup
A feather from a parrot	A shaving mug
A broken clock	A newspaper with a mis- spelled word
A last year's calendar	The label from a can of tomatoes

Variations of the Game

The game may be adapted to special parties by giving the prize for the side bringing in the most articles beginning with a letter of the alphabet, or the most articles of a certain color. If this variant is used, it is wise to specify size, and to count only useless articles.

GUGGENHEIM

In this game each player must be provided with paper and pencil. Rule off a box with five squares each way, thus:

The players then select five categories of objects, such as automobiles, flowers, etc., writing one category above each column of squares. Next a five-letter word is chosen, and one letter written to the left of each row of squares. At the cry of "Go!" each player writes the name of one object belonging to the category above, and beginning with the letter to the left, in each square. Thus, if the first category is "Automobiles" and the five-letter word is *boast* the first column of one of the players might read as follows:

Automobiles

B	Buick			
O	Oldsmobile			
A	Austin			
S	Sunbeam			
T				

Scoring: At the end of a given time (usually about

five minutes) the timekeeper cries "Stop!", and the game is scored as follows: Each player scores one point for every other player who does *not* have the same item listed in any square that he has. Thus if the player whose card is listed above should prove to be the only one to have listed "Austin" in the *Automobiles—A* box, he would score one point for each other player in the game. If all the other players had written "Auburn" in the corresponding box, they would each score one point (*i. e.*, for the one player who had *not* listed Auburn).

CROSS-WORD PUZZLE GAME

This is another that requires paper and pencil. Each player rules off a frame, as if for a cross-word puzzle, having five squares each way. The players draw straws for the right to begin. Then each player in turn calls a letter, which every player must write in one of his squares. Only one square may be filled for each turn, and once a letter is written in, it may not be moved to a different square. The object of the game is to make words of three or more letters, either horizontally or vertically.

Scoring: Every word completed, either horizontally or vertically, counts one point for each letter used, and only one word may be counted. Thus the line *jford* would count 4 points for the four-letter word (*ford*) but an additional 3 points for the three-letter word (*for*) could not be scored.

FIND THE SENTENCE

Another good paper and pencil game, in which one

person plays against the field. The person chosen as "it" writes a sentence composed of not less than five words, setting them down with the letters numbered as follows:

E	V	E	N		E	E	L	S		E	A	T		E	S	Q	U	I	M	A	U	X		P	I	E	S
1	2	3	4		5	6	7	8		9	10	11		12	13	14	15	16	17	18	19	20		21	22	23	24

He then announces to the other players the numbers of each word (*i. e.*, "My first word is 1, 2, 3, and 4, my second 5, 6, 7, and 8," etc.). The players then request a letter, the right to request passing to each player in turn until the end of the game. A request for a letter calls for the number of only one place in which that letter occurs—thus there would have to be seven requests for the letter E in the sample sentence given above before the complete supply of that letter would be located. When a letter is called for which is not in the sentence, or the supply of which is exhausted, the person who is "it" replies *That letter is dead*.

The object of the game is to guess the sentence, and a guess may be made at any time after the first letter has been called for, the process being to write out the guess and show it to the composer of the sentence, who must reply either *Right* or *Wrong*. A single incorrect letter is sufficient to call for a reply of *Wrong*.

Scoring: Each letter requested which is in the sentence counts one point for the person requesting it. Each letter which is "dead" counts four points for the composer of the sentence if it is called for. The first person to guess the sentence scores an additional 20 points. If any player requests a letter which has already been announced as "dead," no score is given to the com-

poser of the sentence, but four points are deducted from the score of the player making the request. If the composer of the sentence announces a letter as "dead" when it is not so, every other player in the game receives a bonus of five points. The winner of the game has the right to compose the sentence for the next round.

THE GAME OF STORY

Each player is furnished with a sheet of paper and a pencil, and each writes the first sentence of a story across the top of the sheet. Each then folds the paper backwards so that his sentence is visible on the back of the sheet, and passes his paper to the person on his left, who in turn adds a sentence, folding the paper again so that his sentence shows on the back but the first is no longer visible. This process continues for ten sentences, each person being permitted to read the sentence immediately preceding his, but not any of the previous ones. When ten sentences have been completed, the eleventh person is required to read the resulting story, acting it out as he reads.

PENNY PARTY

This is perhaps the best method of combining a benefit for church or club with an evening of fun for all concerned.

Invitations or posters should be sent out well in advance of the party date, featuring some such slogan as "A barrel of fun for a handful of pennies." For the party a house with one large and several small rooms should be available.

Decorations should be in the carnival spirit; the little

rooms containing side shows should carry posters; the Committee in charge should be costumed.

The main room should be devoted to group games in which many people can take part. Near the door there should be a cashier's table, carrying a large sign "SHORT CHANGE BOOTH," at which guests may change silver for pennies—at a cost of one cent. Each game in the main room should cost each player one cent. Small glasses of lemonade should cost a penny a glass.

Along one wall should be one or two bagatelle boards, borrowed for the occasion, with a prize offered for the best score made during the evening, and a blackboard on which are written the names of the players whose scores are highest at the moment. The charge should be one cent for each turn.

Another very popular game is played with a small glass bowl of the type which is moderately deep and curved on the bottom, and a celluloid ping-pong ball. The bowl is placed on the floor near a wall, with a starting line two yards away. The object is to stand on the starting line and toss the ball so that it remains in the bowl as many successive times as possible.

The smaller rooms should contain special side shows. Mazda, the Palmist, should charge one cent for each item of information. "Your life will be a long one. As to your love affairs—it fades, it grows dim. I can only tell more if my palm is crossed with a copper."

Other side-show suggestions: "Swimming match" (match in bowl of water); "Strange bird living at bottom of the Sea," (a canary hung below large card bearing the letter C); "Ground Alive," composed of a cigar-box containing earth and earthworms.

THE TOUCH GAME

In this game, there must be one director, who does not play. The players seat themselves around a table, in the center of which is a light. There should be no other lights in the room. Each player is given a pencil and a paper with lines numbered from one to twenty.

Before the game the director has gathered about twenty objects and listed them numerically. He now passes them one at a time, beginning with number one, to one of the players, taking care that they may not be seen.

Each player keeps his right hand, with pencil, and list, above the table, and his left below the table. As the objects are passed, he takes them in his left hand, keeping them out of sight, and attempts to identify them by his sense of touch. He may hold any object as long as he likes. When he has made a guess, he writes his identification on the proper line on his list, and passes the object, still out of sight, to the person on his right. The last person to receive an object passes it, still out of sight, to the director, who puts it away.

Scoring: Players who have made correct identifications receive one point for each player who has failed to correctly identify any object. Players who drop any object are penalized five points.

Suggested objects:

A child's shoe
A clothespin
A button
A mouse-trap

A shoe-string
A pine-cone
A sponge
A belt-buckle

A carrot	A door-knob
A potato	A spectacle-case
An aspirin tablet	A calling-card
A fur-piece	A false beard
A shoe-button	A wash-cloth
A feather	A grain of rice
	A pecan

THE LISTENING GAME

This game is in the form of a play. The following properties should be borrowed: a clock that strikes the hours, a cane, a knife with a sharpener, a set of dominoes, a chinaware pitcher, a newspaper, a pair of galoshes, three glasses, a kerosene lamp and a piece of ice, or several ice cubes. There should also be available a table, two chairs, and a bottle of some carbonated beverage.

The play is presented either in a room adjoining that in which the players are seated, or in one end of the room, screened from the view of the players. If in an adjoining room, the connecting doorway should be hung with a blanket. The working of the game will be seen from the text.

Curtain Speech—To be Made in Front of the Curtain or Screen

“ Those of you who follow the sensational newspapers will need no reminder of the Jukes Murder Case. I trust you will forgive me if I summarize this *cause célèbre* for the benefit of those who have not shared our knowledge.

“ To be brief, one morning in 193-, the little town of Nuttyville, Vermont, woke to find itself the scene of

the most gruesome double murder of the year. The victims, Joshua Jukes and Sims Kallikuk, were found brutally murdered, their bodies tossed in the road before the Kallikuk homestead. Inside, Agatha Kallikuk, blind and paralyzed, lay trembling in her bed. Of Abner Kallikuk there was no sign.

"Let me place in your hands the information with which the district attorney started his investigation. The murdered men, like the missing brother, were deaf mutes. Drawn together by their mutual infirmity, the three were known as friends, and Joshua often visited the brothers of an evening. But there was only one witness to the events that marked the end of their friendship, and she had lain blind and totally paralyzed in the next room. Her ability to overcome these handicaps and reconstruct that dreadful night saved the day for justice.

"Tonight, my friends, each of you is that bed-ridden Agatha Kallikuk. Helpless and blind, you must listen while lame Abner Kallikuk, Sims Kallikuk, and Joshua Jukes reënact their night of horror. On your ability to understand the messages your ears gather hangs the fate of law and order.

"The wheels of time spin backward. Close your eyes—we are in Nuttyville, Vermont!" (The speaker retires behind the curtain.)

Behind the curtain, the Actors produce the sounds, as follows:

1. The sound of a newspaper's pages being turned.
2. The sound of a chair being pushed back.
3. The sound of Abner (limp and cane) leaving room, and after a pause, coming back to table.

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4. The sound of lamp placed on table.
5. Lamp chimney tilted back. Match struck, pause, lamp chimney replaced.
6. Clock strikes eight.
7. While clock is striking, Abner leaves room again, and returns.
8. Sound of chair as Abner seats himself again. Newspaper moved.
9. Sound of knife being sharpened. This goes on for about a minute.
10. Chair pushed back, Abner walks across room, clink of knife placed in china pitcher.
11. Abner seated again, turns pages of newspaper.
12. Sound of Sims Kallikuk coming down stairs. He wears a squeaking shoe.
13. Abner lowers his paper, Sims goes out.
14. Abner folds up paper, gets up, arranges chairs and dusts table.
15. Sims comes back, puts down a bottle and three glasses on table.
16. Sound of both brothers sitting down.
17. Knock on door, sound of Abner opening it. Grunts.
18. Sound of Joshua Jukes removing overcoat and placing it on chair.
19. Sound of Joshua removing overshoes.
20. Chairs drawn up to table.
21. Sound of ice being cracked, and dropped into glasses.
22. Sound of carbonated bottle being opened, and liquid poured.
23. Clink of glasses.
24. Sound of dominoes being dumped out on the table.

25. Sims pushes chair back and leaves room.
26. Abner gets up, and walks across room.
27. Clink of knife on pitcher.
28. Abner returns.
29. Sound of blow on body.
30. Body falls to floor.
31. Sound of Abner turning body over.
32. Sims' footsteps enter, pause. He grunts.
33. Abner and Sims come together.
34. Sounds of struggle, panting breaths, chair overturns, dominoes fall to floor.
35. Body falls to floor.
36. After a long pause, the knife falls.
37. Another long pause.
38. Sound of window opening.
39. Sound of body dragged across floor to window.
40. Abner, grunting, dumps body out of window.
Thump outside.
41. Second body dragged to window and thrown out.
42. Clock strikes the half-hour.
43. Abner tilts lamp chimney back and puffs.
44. Abner goes to window, and climbs out.
45. Sound of window closing.

Speech to Be Made at Close of Play

" You have now shared the experience of Agatha Kalikuk and I trust that your ears have been as keen as hers were. In order to put you as nearly as possible in her position, I have prepared a list of the fourteen questions which the District Attorney put to her. In order that no one may be helped by any other player's answers, paper and pencils will be given to each of you.

As I ask each question, please think carefully, then write your answer. You will be allowed one minute to answer each question, and once you have written, you are not to change your answer.

"Before we begin I should like to remind you that Abner Kallikuk limped, and that his brother Sims had a squeaky shoe."

Questions

1. Who was killed first?

Ans. Joshua Jukes.

2. What was Abner Kallikuk doing at the opening of the play?

Ans. Reading a newspaper.

3. Did the murders take place before or after dark?

Ans. After dark—because Abner could be heard lighting the lamp.

4. Was Sims Kallikuk in the room at the opening of the play?

Ans. No, he could be heard coming in later.

5. At about what time did Joshua Jukes arrive at the Kallikuk home?

Ans. A few minutes after eight. (The clock struck eight just before he came in.)

6. How was the weather outside at the time Joshua Jukes arrived?

Ans. Damp and chilly. (He wore a coat and overshoes.)

7. Was his call a surprise visit or was he expected?

Ans. He was expected. (Because glasses and dominoes were brought out before he arrived.)

8. Which beverage was served—lemonade or gingerale?

Ans. Gingerale, because the bottle cap could be heard being removed.

9. How did the brothers Kallikuk entertain their guest?

Ans. Playing dominoes.

10. Who committed the murders?

Ans. Abner Kallikuk, because the last person to be heard limped.

11. Did he carry the bodies out the door?

Ans. No. He dumped them out the window.

12. Where was the weapon hidden?

Ans. In a chinaware dish or pitcher.

13. Was it a large blunt instrument? What was it?

Ans. No. It was a knife, because it was sharpened.

14. Was the murder premeditated?

Ans. Yes, because the knife was sharpened and hidden before Joshua Jukes arrived.

Scoring: When all the players have answered the questions, the game is scored in the same way as the "Touch Game" (page 311), that is to say, each player having the correct answer scores a number of points equal to the number of players having incorrect answers.

ALPHABET

This simple game is suitable for whiling away the time on automobile trips, and may be played by two or more players. A landmark along the road is chosen as a starting point, and thereafter each player watches for roadside signs. The object is to pick the letters of the alphabet, starting with A and taking each letter in its proper order. As each letter is discovered, the player

must call out the letter and the word from which it is taken. Only one player may have any particular letter on a particular sign, but another player may call the same letter from another spot on the sign, or from a similar sign. Thus in approaching the town of Tampa, two players might claim credit for an "A" on any sign bearing that word, but only one could claim a "T." Another T would be available, however, as soon as the word appeared on another sign.

The first player to reach and discover the letter "Z" wins.

TREASURE HUNT

This is a fair-weather game, as it must be played out-of-doors. The object is for the players to follow a set of clues from place to place and finally to the treasure. Before the start of the hunt, the host or party committee must prepare a set of clues (five or six is usually enough) and make one copy of each clue for each player. The first clue is to be given out at the gathering place of the party, and should lead to the spot in which the second clue is hidden. The second leads to the hiding place of the third, and so on, with the final clue leading to the treasure, and if possible to a convenient place for refreshments and "Good-nights." The treasure goes to the first person who discovers it, providing he has a complete set of the clues. If he has not the complete set, his discovery gives him no claim to the treasure, and he must continue to hunt for the clues he still lacks.

In hiding your clues, be sure there are enough copies in each place to allow one for every player, and be sure

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clue number three, for example, is hidden in the place clue number two points to, and not in the place to which it refers to itself.

Sample clues:

To a Restaurant:

Britain may hold the famed Suez,
Japan Korea would not release,
Go seek the proof that China holds
Both Turkey and a bit of Greece.

Or

Take a brief pause from labor long,
Then from the French request A U
The finish is to rave and stamp,
The whole conceals a clue.

To a Railroad Station:

The window looks from room to room,
There are no carpets on the floor,
Two thin blue roads lead through the night,
The Iron Horse is at the door!

Or

He peers from his window till day is done
Yet never sees a tree in the sun,
And many who pass through his door
He knows will see his face no more.

To a Church:

Next you must find, you can but try,
A finger pointing to the sky.

To a Drug Store:

If, children all, you cry for it,
Or stomach upsets blight your days

I'm surer you
 Will find your clue
 Than that your cure deserves your praise.

Or

Before the screen he lures you in
 With rosy sirups to his rostrum,
 Behind the screen are poisons green
 And many a sugar-coated nostrum.

To a Mail Box:

Guarded like treasures in my heart
 Are words of love, and words that brew
 Black hate, but in another part
 I hold for you, my friend, a clue.

Or

Green his face
 Make him grin
 His mouth opens
 And words come in.

BABY PARTY

For this party, invitations similar to the following should be sent out well in advance:

You are invited to Attend
 a

BABY PARTY

To be held at the home of
 Mrs. John Smith
 202 Brown Street

Friday, October 17th—8 to 10 P. M.

Please present a baby picture of yourself before the party. It will be returned in good condition.

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Before the party the hostess or entertainment committee should collect the baby pictures of the guests, and mount them in such a way that no identifying marks are visible from the front. They should then be hung on the walls of the room in which the party is to be held, and each picture given a number. A check-sheet should be prepared, identifying each picture.

When the guests arrive, they should be given sheets of paper and pencils, and instructed to identify each picture. A prize should be given for the most correct list. A further amusement may be added by taking a vote to select the most beautiful, and the most amusing baby, and presenting prizes to each of these "babies."

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